The OFFICIAL Trainer's Guide from NINTENDO POWER®

POKéMON™

Special Edition for Yellow, Red and Blue

OFFICIAL
Nintendo®
PLAYER'S GUIDE

151
POKéMON
STICKERS
INSIDE!

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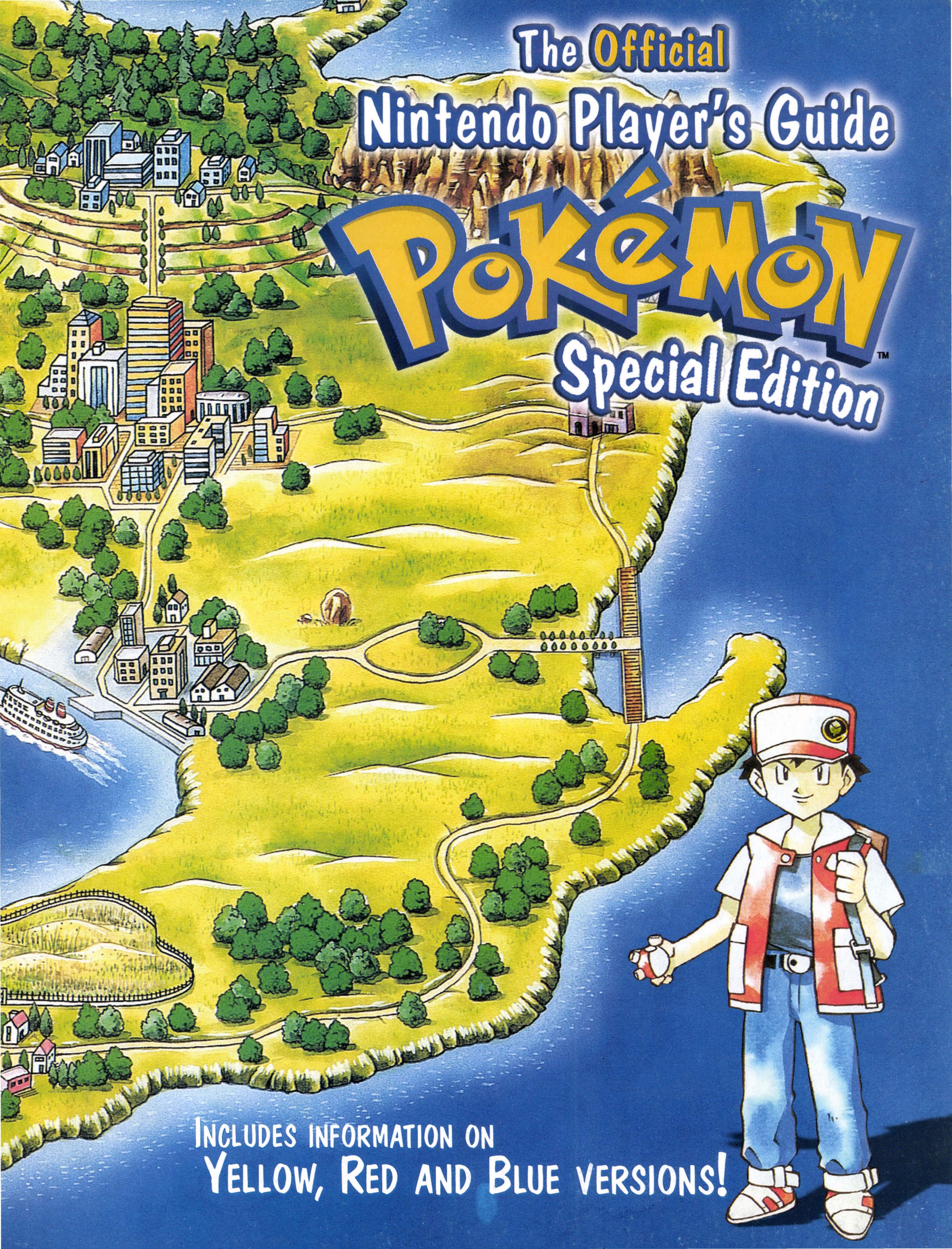

The Official
Nintendo Player's Guide
Pokémon™
Special Edition

INCLUDES INFORMATION ON
YELLOW, RED AND BLUE VERSIONS!

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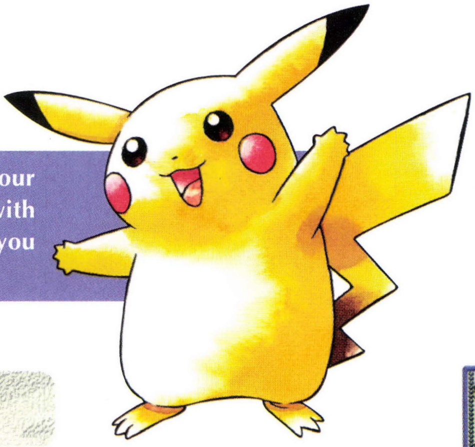
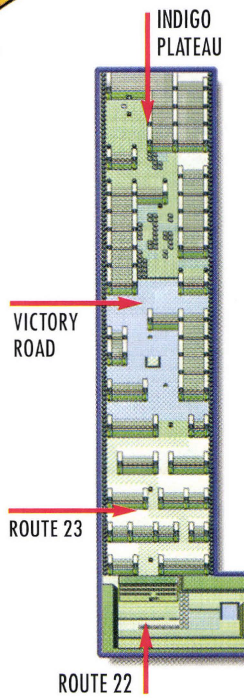
The world of Pokémon may look like it did in Blue and Red, but your adventure through the Yellow version of the game will present you with many new challenges to overcome. With Pikachu at your side, see if you have what it takes to become a Pokémon Master!





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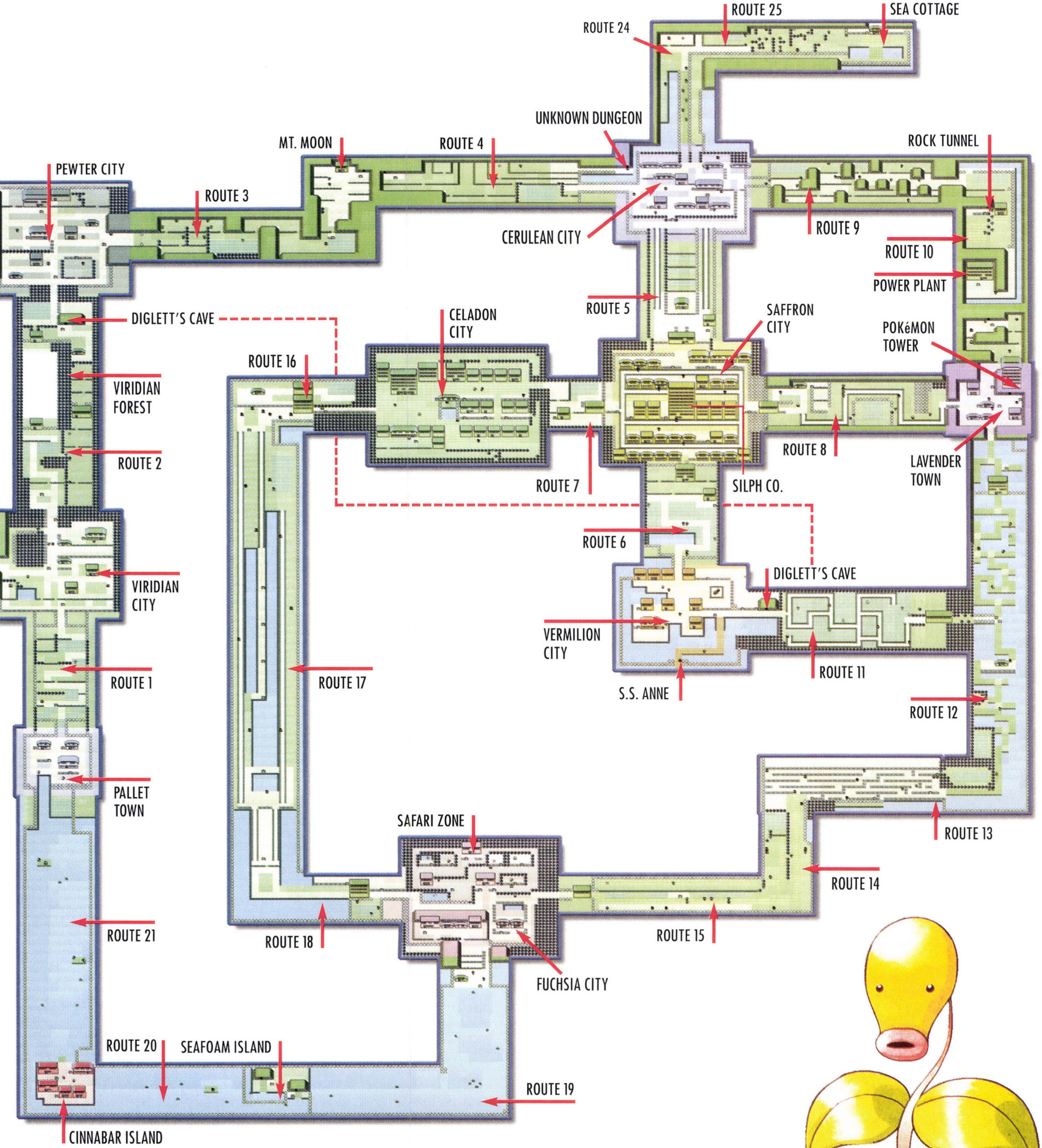
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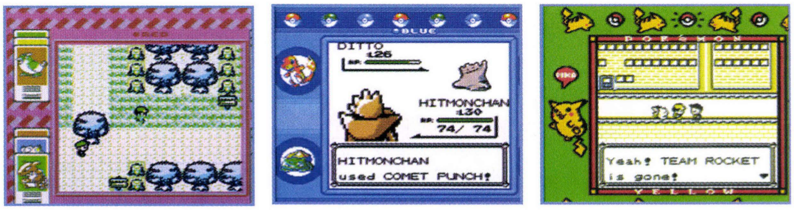
THE WORLD OF POKéMON

To become the World's Greatest Pokémon Trainer, you must first learn everything there is to know about these amazing creatures.

Your Adventure Begins

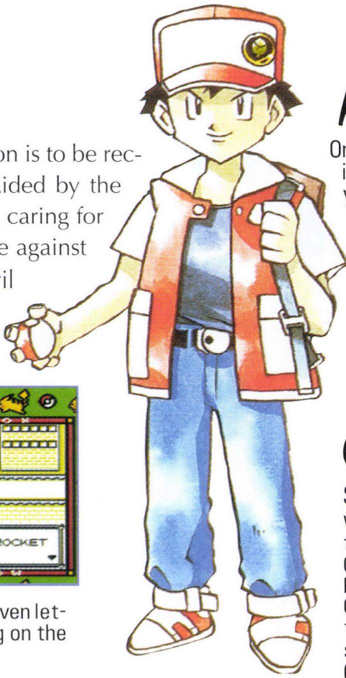
As Ash, a young boy from the small village of Pallet Town, your ambition is to be recognized as the greatest Pokémon trainer the world has ever seen. Aided by the kindly Professor Oak, you must collect as many Pokémon as you can, caring for and training any that you capture. Along the way, you must also battle against rival trainers and unravel a dark mystery involving Team Rocket, an evil society of Pokémon trainers bent on controlling all Pokémon and, ultimately, the world!



HITMONCHAN used COMET PUNCH!

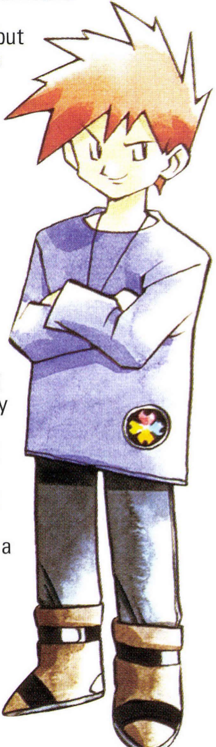
Yeah! TEAM ROCKET is gone!

When you begin a game, you can give your character any name you wish, up to seven letters long. The Super Game Boy displays a red, blue or Pikachu border, depending on the version of the game you have.



Ash

One of the default names for your character is Ash, but you may create any name you wish at the beginning of the game. Your main rival is your next door neighbor, Gary, but you can also give him any name you'd like.

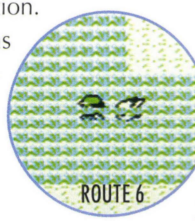


Gary

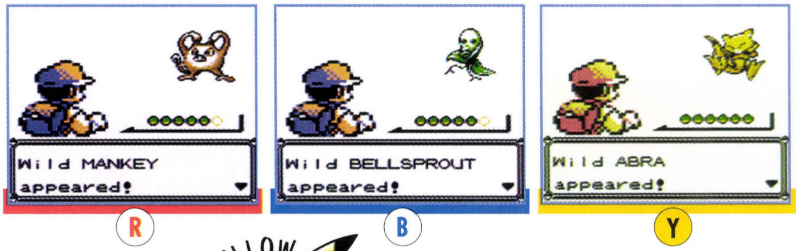
Since he also wants to become the World's Greatest Pokémon Trainer, Gary is guaranteed to harass you every step of the way. Choose something suitable for an archrival when you pick his name, because you'll see a lot of him.

Red, Blue, Yellow

Most Pokémon can be found in specific areas only, and some Pokémon are rare and difficult to find. In fact, you won't be able to capture some Pokémon at all and will have to trade for them if you hope to complete your collection. Although the game play in the Red, Blue and Yellow versions is the same, you will notice differences in when and where wild Pokémon show up in each one. For example, at the same spot in Route Six, you're likely to run into these different Pokémon depending on which version you're playing.



ROUTE 6

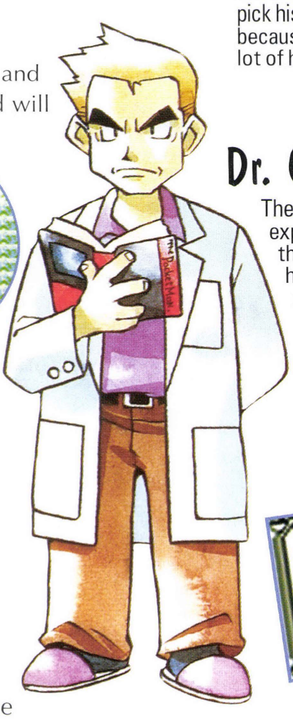


Wild MANKEY appeared!

Wild BELLSPROUT appeared!

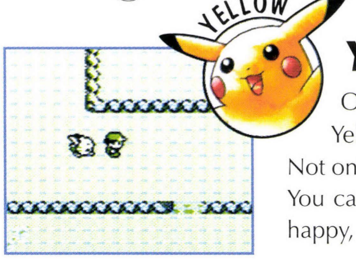
Wild ABRA appeared!

R B Y



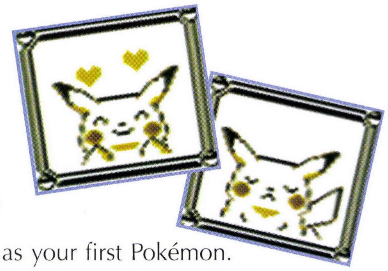
Dr. Oak

The esteemed expert on all things Pokémon, Dr. Oak has pioneered the field of Pokémon research. Make him proud by collecting every known Pokémon and helping him complete the definitive Pokémon encyclopedia.



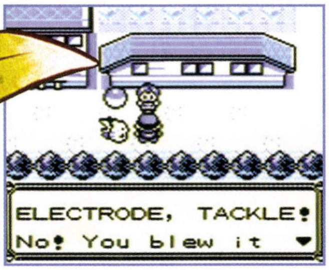
Yellow Only

One of the other differences that separates the Yellow version from Red and Blue is the fact that you receive Pikachu as your first Pokémon. Not only that, but the little Electric-type refuses to stay in its Poké Ball and instead follows you around on screen. You can turn around at any time and check Pikachu's mood by looking at its facial expression—if you keep it happy, you might well be rewarded at certain points in the game!



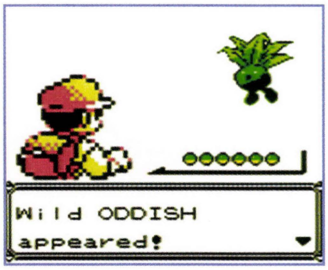
Pokémon Pals

Pokémon are found throughout the world and come in many shapes and sizes. Though they are wild creatures, once they are captured, they can be trained. If cared for properly, Pokémon can be used in duels against other Pokémon. They are quite intelligent, however, and do not respond well to inexperienced or harsh trainers. If a novice trainer tries to use a high-level Pokémon in combat, the Pokémon may disobey orders or even go to sleep in the middle of the battle! Keep in mind that Pokémon see their trainers as companions or even friends, but not as masters.



ELECTRODE, TACKLE!
No! You blew it

Pokémon may disobey orders from inexperienced trainers. To prove yourself to your Pokémon, you must win certain badges from rival trainers.

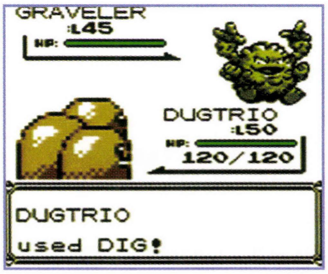


Wild ODDISH
appeared!

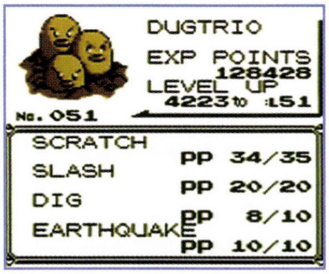
There are 150 different Pokémon in the world, and each one is more amazing and wondrous than the last.

Hit and Power Points

A Pokémon's health is measured in Hit Points, or HP. As a Pokémon takes damage, its HP meter records every hit. You can use various items to refill a Pokémon's HP meter, but once it reaches zero, a Pokémon faints. It must then be revived with a special item or treated at a Pokémon Center. A Pokémon's abilities, on the other hand, are fueled by Power Points, or PP. Each time a Pokémon launches an attack or a defensive move, it uses one Power Point. Each ability has its own PP meter, and once all the points are used up, a Pokémon cannot use that ability again until you give it more PP or it rests at a Pokémon Center. If your Pokémon has no PP left at all, it is still not completely defenseless. If your Pokémon's back is up against the proverbial wall, choose the Fight command anyway, and it will use the Struggle ability automatically. This normal attack deals some damage to the opposing Pokémon, but it also damages your Pokémon at the same time.



GRAVELER
:L45
HP:
DUGTRIO
:L50
HP:
120/120
DUGTRIO
used DIG!

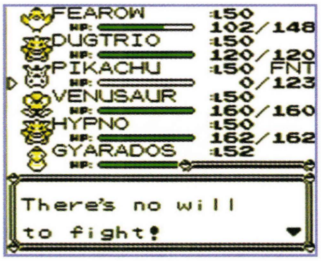


DUGTRIO
EXP POINTS
128428
LEVEL UP
4223 to :L51
No. 051
SCRATCH PP 34/35
SLASH PP 20/20
DIG PP 8/10
EARTHQUAKE PP 10/10

Your Pokémon can have four different attacks at one time, so be sure to spread out your attack strategy to use all of them. If you use just one attack constantly, you won't have any PP left when you need it most.

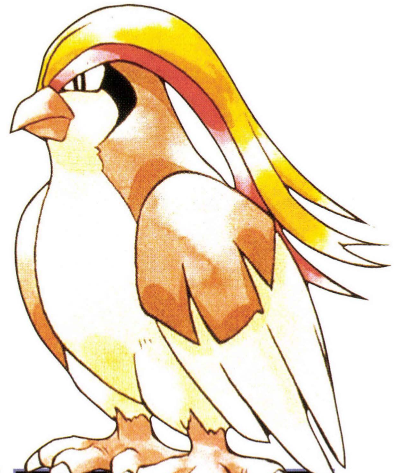
Special Attacks, Special Effects

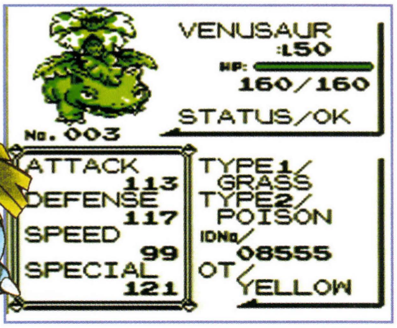
A Pokémon is rated in four areas: Attack, Defense, Speed and Special. The Special rating refers to a Pokémon's skill at using special attacks and abilities. Normal attacks reduce a target's HP only, but special attacks also may cause special side effects. The Bubble attack, for example, will cause damage and sometimes reduce the target's Speed rating temporarily. Other abilities may have a special effect only. Confusion, for example, doesn't cause any damage, but it may Confuse an enemy temporarily and make it end up hurting itself. Some side effects last until the battle ends, while others, like Poison, last until they are cured with an item or treated at a Pokémon Center.



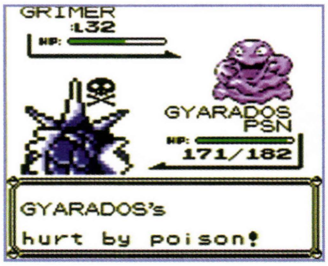
FEAROW :L50
HP: 102/148
DUGTRIO :L50
HP: 120/120
▷PIKACHU :L50 FNT
HP: 0/123
VENUSAUR :L50
HP: 160/160
HYPNO :L50
HP: 162/162
GYARADOS :L52
HP:
There's no will
to fight!

A Pokémon with no HP left won't be able to muster the strength to go into battle until you heal it.





VENUSAUR
:L50
HP:
160/160
STATUS/OK
No. 003
ATTACK
113
DEFENSE
117
SPEED
99
SPECIAL
121
TYPE1/
GRASS
TYPE2/
POISON
IDNo/
08555
OT/
YELLOW



GRIMER
:L32
HP:
GYARADOS
PSN
HP:
171/182
GYARADOS's
hurt by poison!

OK. We'll need
your POKéMON.

Some attacks cause side effects, like Poison. These conditions last until you cure them with an item or with treatment at a Pokémon Center.

COLLECT 'EM ALL

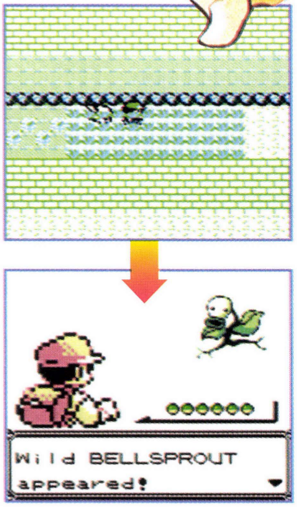
Defeating other Pokémon in battle is elementary, but actually capturing wild Pokémon takes some finesse. Here are the finer points of collecting them.

Hiking and Fishing

During your adventure, you do battle against both wild Pokémon and tame Pokémon used by trainers, but you can capture wild ones only. To find a wild Pokémon, walk through grassy areas until one challenges you. When that happens, the game switches automatically to the battle screen. Some Pokémon live in water, and you can use various fishing rods to find them.

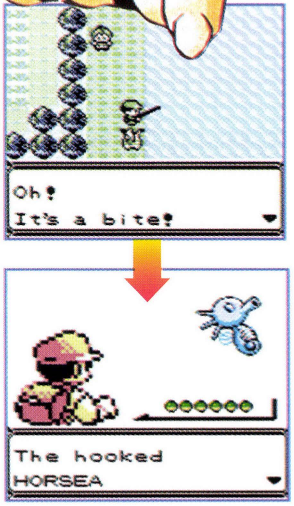
Combat and Capture

If you drain all of a Pokémon's HP in combat, it will faint, and you won't be able to capture it. To actually catch a Pokémon, you must first drain some, but not all, of its energy. You must then use a device called a Poké Ball, which closes around the Pokémon, capturing it. A Poké Ball is not foolproof, and even if a Pokémon has lost most of its HP, it may still break free. Pokémon with higher experience levels require stronger Poké Balls, and as the game progresses, you can buy Super Balls and Ultra Balls. The strongest ball is called the Master Ball, but there is only one in the game, and it would be best to save it for a very special Pokémon.



Wild BELLSPROUT appeared!

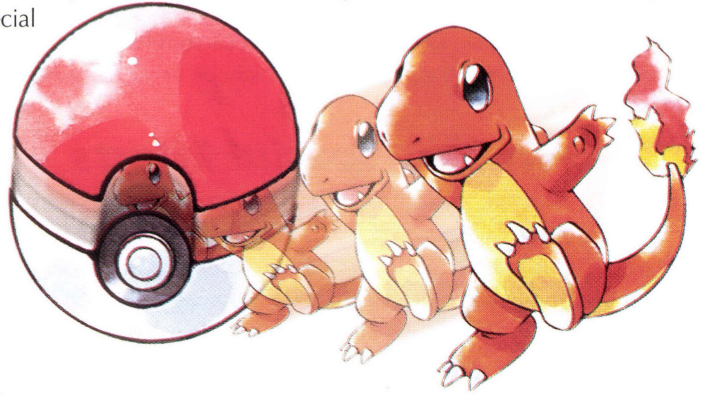
Walking

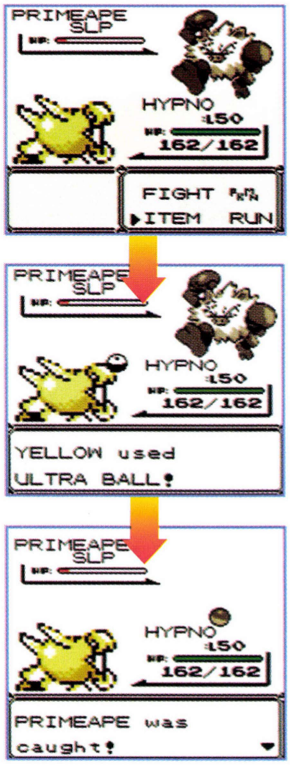


Oh! It's a bite!

The hooked HORSEA

Fishing

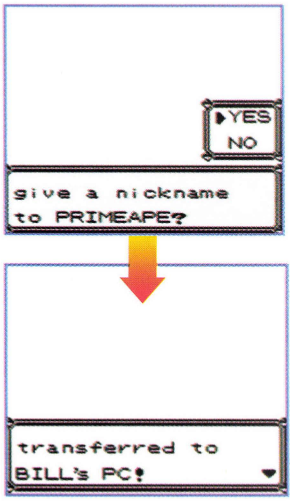




YELLOW used ULTRA BALL!

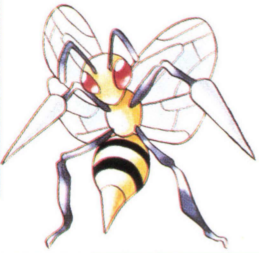
PRIMEAPE was caught!

You must drain most of a Pokémon's HP before using the Poké Ball to keep it from breaking free.



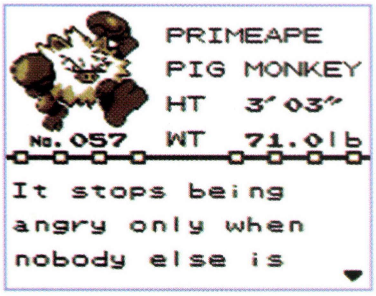
give a nickname to PRIMEAPE?

transferred to BILL's PC!



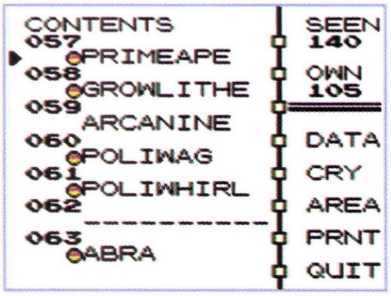
Poké Ball

There are five types of Poké Balls in all: regular Poké Balls, Super Balls, Ultra Balls, Safari Balls and Master Balls. There is only one Master Ball in the game, and Safari Balls can be used in the Safari Zone amusement park only.



PRIMEAPE
PIG MONKEY
HT 3'03"
WT 71.0lb
No.057

It stops being angry only when nobody else is



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061 POLIWHIRL
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063 ABRA

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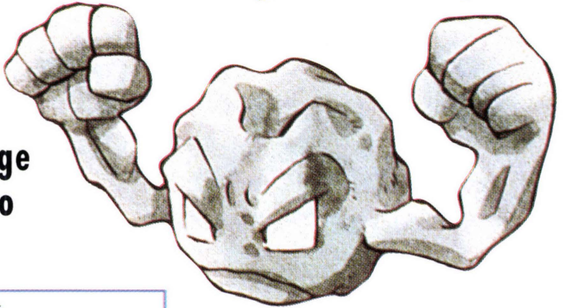
OWN 105

You can carry up to six Pokémon. Any others are placed automatically in a special storage system. You can review stats and other data with a portable computer called a Pokédex.

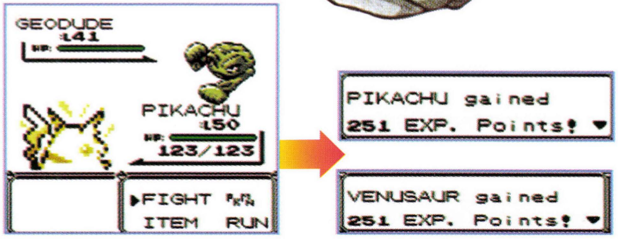
WAYS TO EVOLVE



Many Pokémon evolve into new forms, and you can trigger a change by gathering experience points, using special items or trading. No matter the method, though, the results are usually spectacular.

Pass the Points

Any or all of the six Pokémon you may be carrying can participate in duels with trainers or battles with wild Pokémon. When an enemy Pokémon faints, each of your Pokémon that took part in the battle is awarded experience points. For example, if defeating a wild Pidgey is worth 22 experience points, and one of your Pokémon fought the battle, it receives all 22 points. If two participated, they each receive 11 points, and so on.



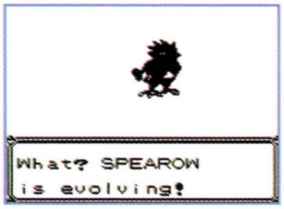
PIKACHU gained 251 EXP. Points!

VENUSAUR gained 251 EXP. Points!

Only Pokémon that actually fight are awarded points. The tougher the enemy, the more points you win.

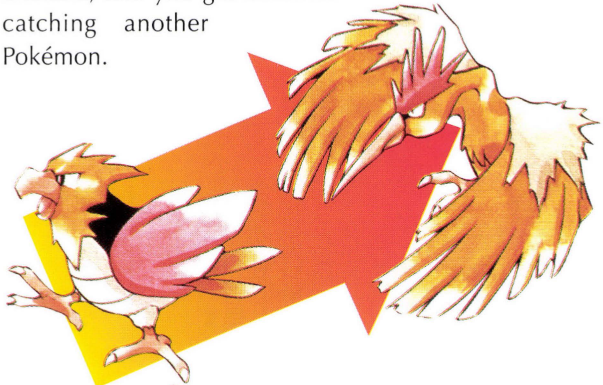
Abilities and Evolution

As a Pokémon gains experience, it eventually gathers enough points to move up to the next experience level. At certain levels, a Pokémon is given a chance to learn a new ability. A Pokémon can remember only four abilities at a time, so it may need to discard an ability before it can learn a new one. You can also use Technical Machines (TM) and Hidden Machines (HM) that you find or buy to teach certain Pokémon new abilities. Besides learning new abilities, some Pokémon also evolve into different forms at certain experience levels, often becoming more powerful in the process. When a Pokémon evolves, it is considered to be a different creature, and you get credit for catching another Pokémon.



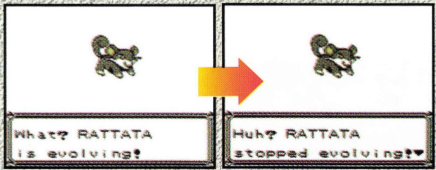
What? SPEAROW is evolving!

While a few Pokémon don't evolve at all, many evolve when they reach certain experience levels.



Stop the Presses!

While evolution is usually a good thing, there are times when you may want to keep a Pokémon the way it is. Perhaps you already have one of whatever your Pokémon is going to become, or the supposedly "less evolved" Pokémon learns certain attacks earlier than the next creature. To keep your Pokémon in its current form, press B before the transformation is complete to cancel the process.

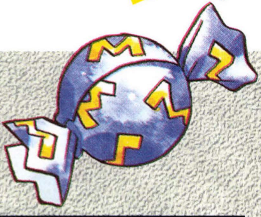


What? RATTATA is evolving!

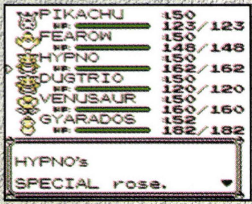
Huh? RATTATA stopped evolving!

If you don't want your Pokémon to evolve, press B before the change is complete. This works only when a Pokémon evolves by reaching a high enough experience level.

Rare Candy



Feeding Rare Candy to a Pokémon will boost its experience by one whole level. Save your Rare Candy until later in your adventures, because the amount of experience needed to boost your Pokémon to the next level is higher when your Pokémon is at higher levels.

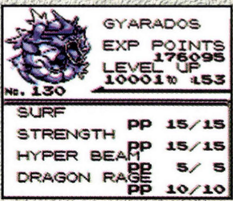


PIKACHU L50 HP: 123/123
FEAROW L50 HP: 148/148
HYPNO L50 HP: 162/162
DUGTRIO L50 HP: 120/120
VENUSAUR L50 HP: 160/160
GYARADOS L52 HP: 182/182

HYPNO's SPECIAL rose.

Power-up Items

Power-up items like Iron and Protein boost Pokémon ratings like Defense and Attack permanently, while others like X Accuracy and X Speed boost them only temporarily. Either way, some Pokémon can have their ratings boosted only to a certain limit and no further.

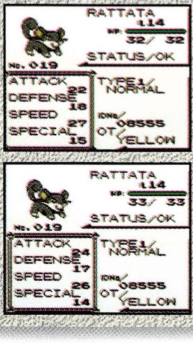


GYARADOS
EXP POINTS 176095
LEVEL UP 10001 to L53
No. 130

SURF PP 15/15
STRENGTH PP 15/15
HYPER BEAM PP 5/ 5
DRAGON RAGE PP 10/10

Same Pokémon

Even wild Pokémon of the same kind and the same experience level can have very different ratings. Take these Rattata, for example. Both are at level 14, but each has different HP, Attack, Defense, Speed and Special ratings. Before you decide to focus on training a particular Pokémon, make sure you've caught the best one possible from the wild.

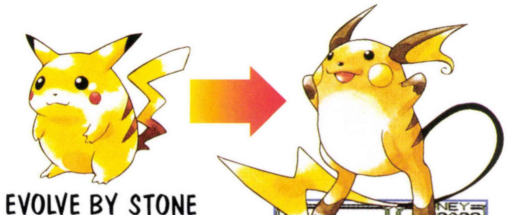


RATTATA L14
HP: 32/ 32
STATUS/OK
No. 019
ATTACK 22
DEFENSE 18
SPEED 27
SPECIAL 15
TYPE1/ NORMAL
IDNo/ 08555
OT/ YELLOW

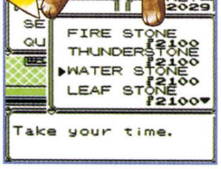
RATTATA L14
HP: 33/ 33
STATUS/OK
No. 019
ATTACK 24
DEFENSE 17
SPEED 26
SPECIAL 14
TYPE1/ NORMAL
IDNo/ 08555
OT/ YELLOW

Evolving by Trading and Using Stones

Some Pokémon won't evolve no matter how much experience they earn. Some need to be exposed to stones with elemental powers. For example, Vulpix won't evolve into Ninetails until touched with the Fire Stone. Other Pokémon won't evolve until they're traded with another player. Then your Pokémon will evolve but will remain on the other player's Game Pak! For example, Machoke won't evolve into Machamp until you trade it with another player. Also, when Pokémon are traded, whether with another player or with a character in the game, they earn many more experience points in battle than Pokémon that have never been traded.

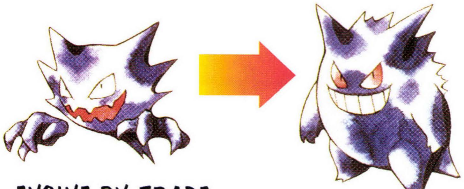


EVOLVE BY STONE
The Thunder Stone makes Pikachu evolve into Raichu. For all stone evolutions, see the chart to the right.



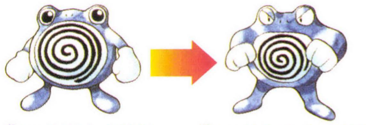
```
NEY
2029
SE
QU
 FIRE STONE
        ₽2100
 THUNDERSTONE
        ₽2100
▶WATER STONE
        ₽2100
 LEAF STONE
        ₽2100▼

Take your time.
```

You can buy most elemental stones used for evolutions at the Celadon Department Store.

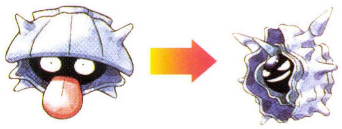


EVOLVE BY TRADE
Haunter evolves into Gengar after it's traded for another Pokémon. For all trade evolutions, see page 9.

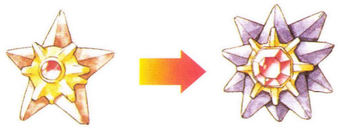
WATER STONE



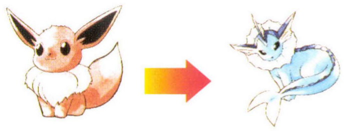
#61 POLIWHIRL #62 POLIWRATH



#90 SHELLDER #91 CLOYSTER

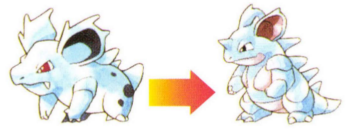


#120 STARYU #121 STARMIE

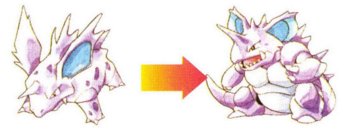


#133 EEVEE #134 VAPOREON

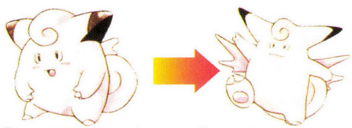
MOON STONE



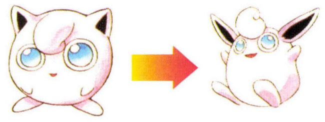
#30 NIDORINA #31 NIDOQUEEN



#33 NIDORINO #34 NIDOKING

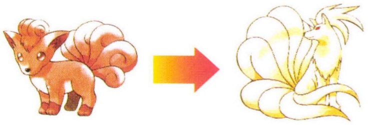


#35 CLEFAIRY #36 CLEFABLE

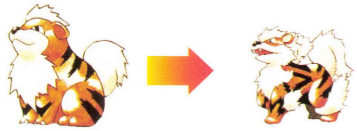


#39 JIGGLYPUFF #40 WIGGLYTUFF

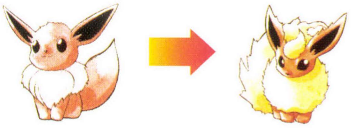
FIRE STONE



#37 VULPIX #38 NINETALES

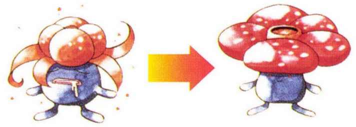


#58 GROWLITHE #59 ARCANINE

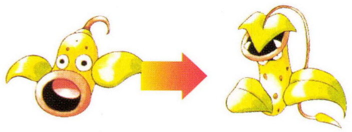


#133 EEVEE #136 FLAREON

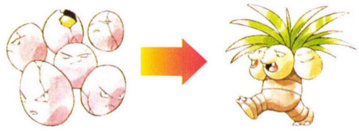
LEAF STONE



#44 GLOOM #45 VILEPLUME

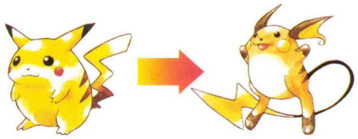


#70 WEEPINBELL #71 VICTREEBEL

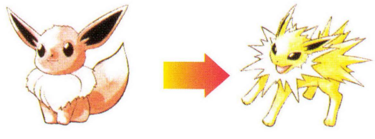


#102 EXEGGCUTE #103 EXEGGUTOR

THUNDER STONE



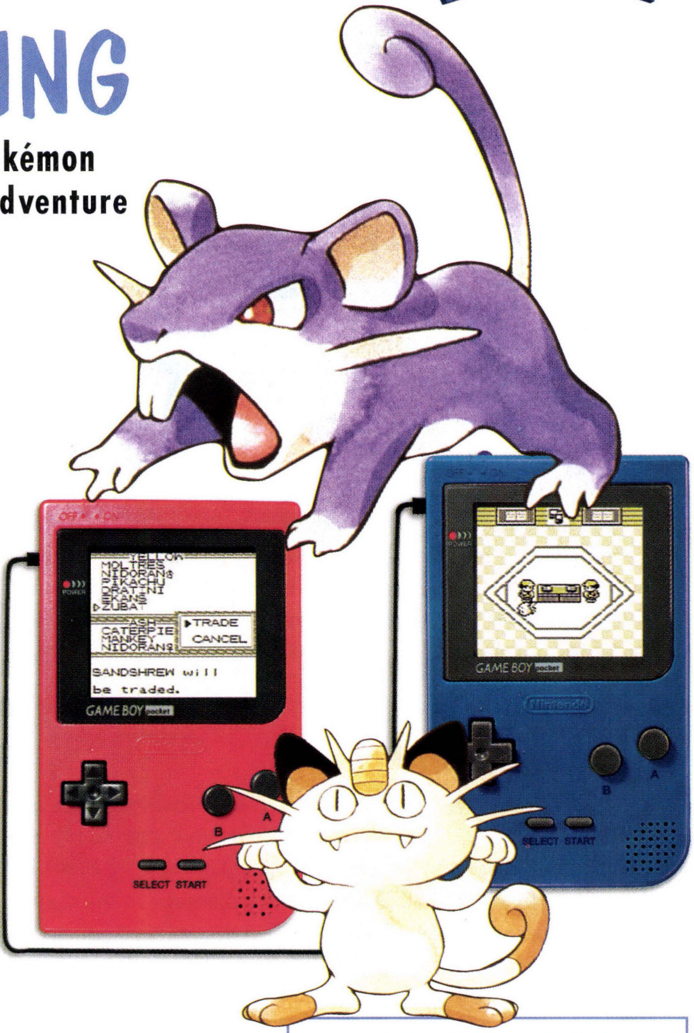
#25 PIKACHU #26 RAICHU



#133 EEVEE #135 JOLTEON

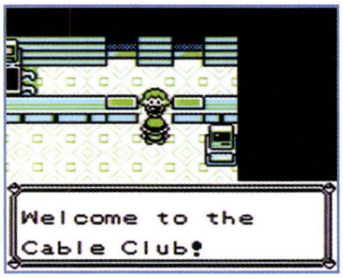
LINKING & TRADING

The Game Link Cable allows you to duel or trade Pokémon between two Game Paks. You can turn one-player adventure into two-player action!



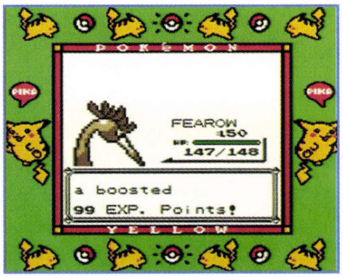
Linked for Battle

As we mentioned before, you can use the Game Link Cable to connect two Game Boys and two Pokémon Game Paks. When two games are linked, players can trade Pokémon or challenge each other to duels. You can't capture Pokémon or earn experience points in a Game Link duel, but you do earn valuable bragging rights. To begin a duel, link the two Game Boys, then go to a Pokémon Center. Speak to the attendant at the Cable Club counter to start the ball rolling. If one game is not detecting the other, keep both Game Boys linked, turn off both units, then turn them on and try again.



Welcome to the Cable Club!

To link up, both players must go to the nearest Pokémon Center, then approach the Cable Club area. From there, you can either trade your Pokémon or send them into battle.

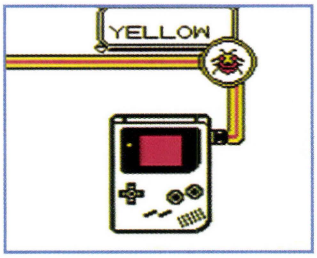


POKéMON
FEAROW
:L50
HP: 147/148
a boosted
99 EXP. Points!
YELLOW

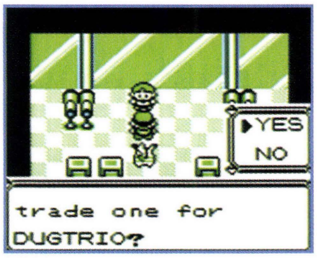
After a Pokémon is traded, it will always earn 1.5 times as much experience from a battle as those that are never traded. It's a great way to develop your Pokémon faster.

Trading Tips

You can actually store a high number of Pokémon, so it's a good idea to keep a few extra on hand for trading. What's common for you may be rare for someone with a different version of the game, and you can always suggest different trades as part of your negotiations. You should also capture at least two of any Pokémon that evolve through trading. That way, you can have one to give to a friend and one that he or she can take, then trade back to you after it has evolved. Pokémon must always be traded one-for-one, and you can't just give one away. At the same time, a player can't force you into a trade or somehow steal your Pokémon while your games are linked. Remember that powerful Pokémon that you captured or receive in a trade may not obey you unless you've earned the proper Pokémon League badge.

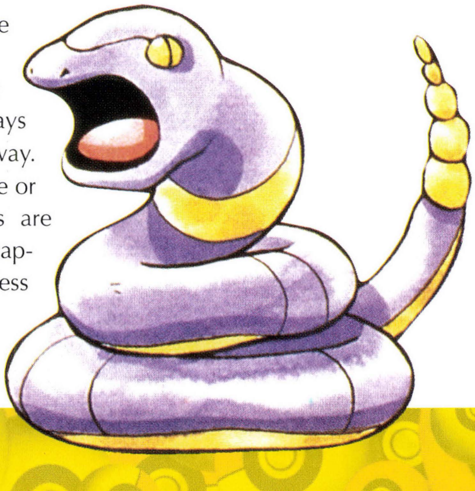


YELLOW

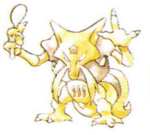


▶YES
NO
trade one for DUGTRIO?

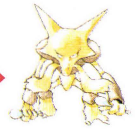
You can trade with other players and with some computer-controlled characters in the game.



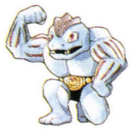
LINK EVOLUTION



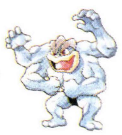
#64 KADABRA



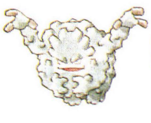
#65 ALAKAZAM



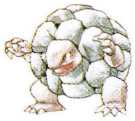
#67 MACHOKE



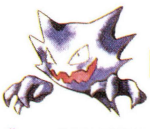
#68 MACHAMP



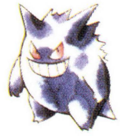
#75 GRAVELER



#76 GOLEM

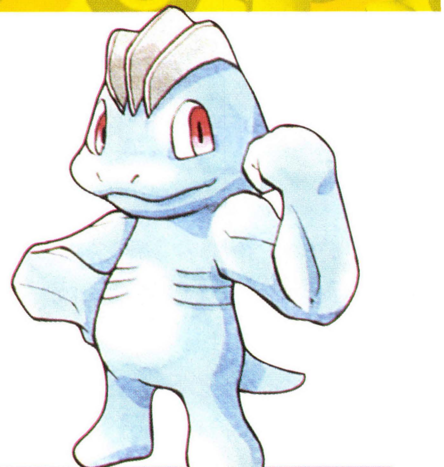


#93 HAUNTER



#94 GENGAR

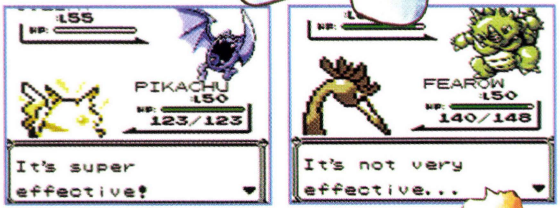
BATTLE STRATEGIES



There is an art to dueling with Pokémon, and it's not all just charging headlong into the fray. If you think before you act, you'll increase your chances for victory.

Typecasting For Combat

Pokémon are divided into 15 different types. Each type is associated with a particular ability, physical property or set of characteristics. For example, all Fire-type Pokémon have characteristics or abilities related to fire or heat, while Water-type Pokémon either live in the water or have abilities related to water. Each type of Pokémon has its own strengths and weaknesses, and these affect how one Pokémon performs in battle against another. For example, an Electric-type's characteristics give it a natural advantage in battle against a Water-type Pokémon. On the other hand, these same characteristics make an Electric-type vulnerable to a Ground-type Pokémon.



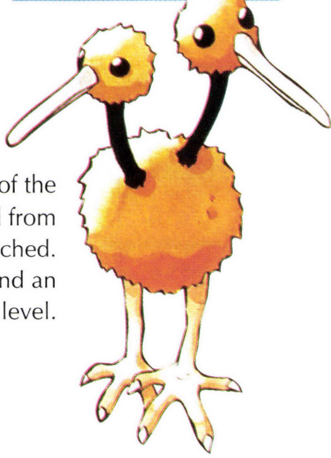
:L55
HP:
PIKACHU
:L50
HP: 123/ 123
It's super effective!

HP:
FEAROW
:L50
HP: 140/ 148
It's not very effective...

Every Pokémon has strengths and weaknesses related to its type. Keep this in mind when choosing Pokémon to send into battle.

Combat Chart

To find out how one type of Pokémon will do in battle against another, refer to the chart below. On the left side of the chart, look for your type. On the top, look for your opponent's type. From your type, trace a line to the right, and from your opponent's type, trace a line going down. If there's a blank box where the lines meet, the two are evenly matched. An "A" means that your Pokémon has the advantage in the coming battle, a "D" means it is at a disadvantage, and an "X" means it has little hope of winning. This assumes, of course, that both Pokémon are fairly close in experience level. If one Pokémon is 20 levels higher than the other, there's little doubt about what will happen.



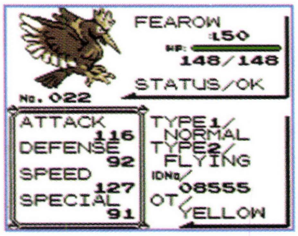
OPPONENT'S/POKéMON TYPE

YOUR POKéMON/ATTACK TYPE

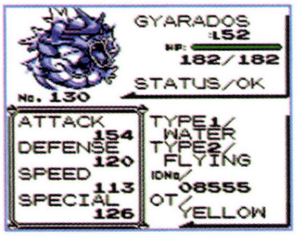
	NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON
NORMAL													D	X	
FIRE		D	D		A	A						A	D		D
WATER		A	D		D				A				A		D
ELECTRIC			A	D	D				X	A					D
GRASS		D	A		D			D	A	D		D	A		D
ICE			D		A	D			A	A					A
FIGHTING	A					A		D		D	D	D	A	X	
POISON					A			D	D			A	D	D	
GROUND		A		A	D			A		X		D	A		
FLYING				D	A		A					A	D		
PSYCHIC							A	A			D				
BUG		D			A		D	A		D	A			D	
ROCK		A				A	D		D	A		A			
GHOST														A	
DRAGON															A

Ability and Compatibility

The chart can also be used to predict how effective an individual attack would be. All Pokémon abilities and special attacks are divided into the same types as the Pokémon themselves, and they have the same strengths as weaknesses. For example, Bubble is a Water-type special attack, and it is very effective against Fire-type enemies. Once again, however, such natural advantages may not be enough against an enemy that is many levels higher. You should also keep in mind that each Pokémon can actually learn different types of abilities and is not limited to ones of its own type. When teaching Pokémon new abilities, try to choose ones that complement its other abilities.



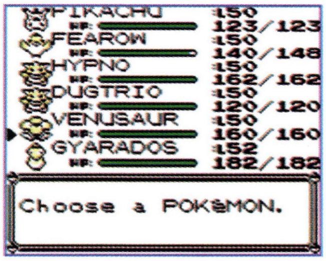
FEAROW
:L50
HP: 148/ 148
STATUS/OK
No. 022
ATTACK 116
DEFENSE 92
SPEED 127
SPECIAL 91
TYPE1/ NORMAL
TYPE2/ FLYING
IDNo/ 08555
OT/ YELLOW



GYARADOS
:L52
HP: 182/ 182
STATUS/OK
No. 130
ATTACK 154
DEFENSE 120
SPEED 113
SPECIAL 126
TYPE1/ WATER
TYPE2/ FLYING
IDNo/ 08555
OT/ YELLOW

Team Tactics

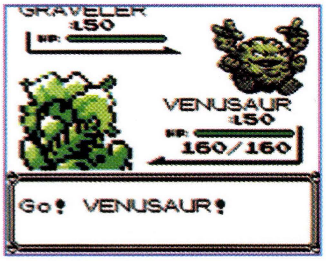
No single type of Pokémon has a distinct advantage over all others, and there's no telling what types you may run into at any given time. It's a good idea, then, always to have a mixed team that can handle many different threats. For the early part of your adventure, we recommend building a team consisting of Wartortle, Pikachu, Pidgeotto, Diglett, Metapod and Rattata. As time goes on, change the line-up to include Blastoise, Raichu, Machamp, Dugtrio, Flareon and Alakazam. Both of these teams give you a good mix of offensive and defensive capabilities. You should also keep a close watch on your team's experience levels. You don't want your Pokémon to fall behind the competition, but you don't want all of them to develop too quickly, either. If your Pokémon are too strong, they will defeat wild Pokémon before you have a chance to capture them.



PIKACHU L50
HP: 123/123
FEAROW L50
HP: 140/148
HYPNO L50
HP: 162/162
DUGTRIO L50
HP: 120/120
VENUSAUR L50
HP: 160/160
GYARADOS L52
HP: 182/182

Choose a POKéMON.

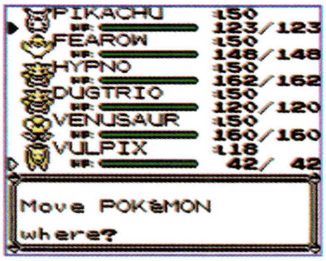
Pokémon go into battle one at a time. Make sure that your current one is appropriate for its opponent.



GRAVELER L50
HP:
VENUSAUR L50
HP: 160/160

Go! VENUSAUR!

You can switch Pokémon at any time. If a Pokémon is doing poorly or is ready to faint, make a substitution.



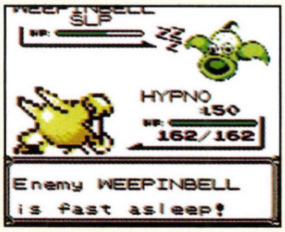
PIKACHU L50
HP: 123/123
FEAROW L50
HP: 148/148
HYPNO L50
HP: 162/162
DUGTRIO L50
HP: 120/120
VENUSAUR L50
HP: 160/160
VULPIX L18
HP: 42/ 42

Move POKéMON
where?

The Pokémon at the top of the list fights first. If you expect a certain opponent, change the list accordingly.

Lasting Effects

Attacks that poison, paralyze or put Pokémon to sleep are particularly effective because they tend to last a number of turns. Not only may the other Pokémon be damaged every turn, but it also may be immobilized so that you can attack it without fear of repercussions or have an easier time capturing it in a Poké Ball. Attacks that burn or freeze Pokémon can also have this effect.

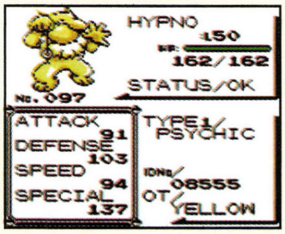


WEEPINBELL
SLP
HP:
HYPNO L50
HP: 162/162

Enemy WEEPINBELL
is fast asleep!

Balanced Attacks

The strength of your Pokémon is based on four different categories: Attack, Defense, Speed and Special. Attack measures physical power, which relates to A Type attacks like Bite or Peck. The Special rating charts non-physical (B Type) attacks like fire and psychic power, and your ability to defend against them. Fighting well requires a balance of these abilities. For instance, it's smart to use a Pokémon with high Speed at the beginning of a battle, because it can attack quickly. If you're facing a strong physical opponent like Primeape, use a Pokémon with a high Defense rating to absorb the attacks.



HYPNO L50
HP: 162/162
STATUS/OK
No. 097
ATTACK 91
DEFENSE 103
SPEED 94
SPECIAL 137
TYPE1/ PSYCHIC
IDNo/ 08555
OT/ YELLOW

ATTACK Attack measures the power of your physical (A Type) attacks.

DEFENSE Your Defense rating tells how well you'll repel physical damage.

SPEED The higher this number, the more likely you'll be to attack first.

SPECIAL Special measures the power of non-physical (B Type) attacks and your defense against them.

A TYPE	FLYING	BUG
NORMAL	GROUND	GHOST
FIGHTING	ROCK	

B TYPE	ELECTRIC	POISON
FIRE	GRASS	PSYCHIC
WATER	ICE	DRAGON

USING YOUR TRAINER'S MANUAL

WORLD MAP

The colored section on the World Map lets you see where the area is situated on Pokémon Island.

POKéMON

These pictures and the attached captions will introduce all of the Pokémon over the course of the game. Although we'll cover all three versions of the game, the order in which the various creatures appear in this book is based on the Yellow version of Pokémon.

EVOLUTION ARROW

➡ This arrow shows how to evolve your Pokémon, and leads to whatever evolved form the Pokémon takes.

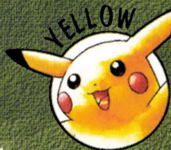
■ A Pokémon that appears in the blue box cannot be caught in the Yellow version—you must evolve a Pokémon to get it.

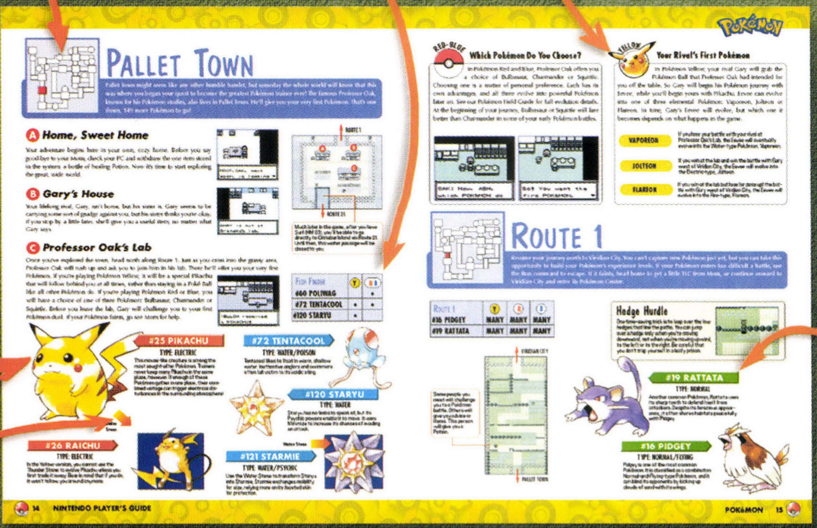
FISH FINDER

The Fish Finder chart shows which waterborne Pokémon can be found in the area. You'll be able to find these Pokémon only by fishing for them or running into them while Surfing.

TIPS

As you make your way through the game, you'll find many areas where an extra bit of strategy is needed. These areas will be set off under the symbol of the version the tip applies to, and they'll give you an inside line on a particular battle or technique.





PALLET TOWN

A Home, Sweet Home

B Gary's House

C Professor Oak's Lab

FISH FINDER	Y	RB
#60 POLIWAG		•
#72 TENTACOOL	•	•
#120 STARYU	•	

#25 PIKACHU
TYPE: ELECTRIC

#72 TENTACOOL
TYPE: WATER/POISON

#120 STARYU
TYPE: WATER

#26 RAICHU
TYPE: ELECTRIC

#121 STARMIE
TYPE: WATER/PSYCHIC

Which Pokémon Do You Choose?

Your Rival's First Pokémon

VAPOREON

JOLTEON

FLAREON

ROUTE 1

ROUTE 1	Y	R	B
#16 PIDGEY	MANY	MANY	MANY
#19 RATTATA	MANY	MANY	MANY

Hedge Hurdle

#19 RATTATA
TYPE: NORMAL

#16 PIDGEY
TYPE: NORMAL/FLYING

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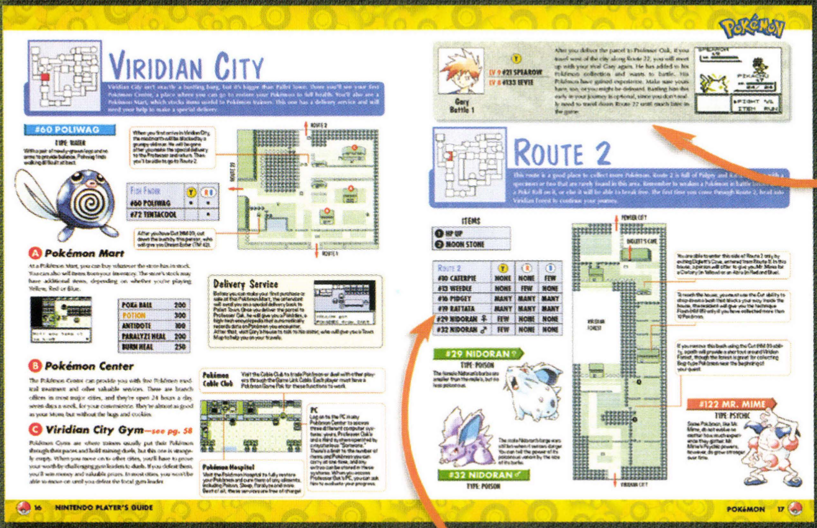
POKéMON 15



VIRIDIAN CITY

#60 POLIWAG
TYPE: WATER

FISH FINDER	Y	RB
#60 POLIWAG	•	•
#72 TENTACOOL		•

A Pokémon Mart

POKé BALL	200
POTION	300
ANTIDOTE	100
PARALYZE HEAL	200
BURN HEAL	250

Delivery Service

B Pokémon Center

Pokémon Cable Club

C Viridian City Gym—see pg. 58

PC

Pokémon Hospital

Gary Battle 1
LV 9 #21 SPEAROW
LV 8 #133 EEVEE

ROUTE 2

ITEMS
1 HP UP
2 MOON STONE

ROUTE 2	Y	R	B
#10 CATERPIE	NONE	NONE	FEW
#13 WEEDLE	NONE	FEW	NONE
#16 PIDGEY	MANY	MANY	MANY
#19 RATTATA	MANY	MANY	MANY
#29 NIDORAN ♀	FEW	NONE	NONE
#32 NIDORAN ♂	FEW	NONE	NONE

#29 NIDORAN♀
TYPE: POISON

#32 NIDORAN♂
TYPE: POISON

#122 MR. MIME
TYPE: PSYCHIC

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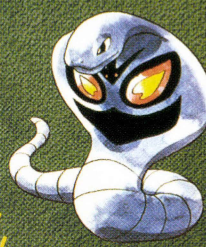
POKéMON 17

🟥 If the Pokémon's name is surrounded by a Red bar, it can be caught only by completing a task in the Yellow version.

🟦 A blue bar around the name shows that you can catch the Pokémon by fishing in the Yellow game.

🟩 A green bar around the Pokémon's name indicates that it can be caught in the wild in the Yellow version.

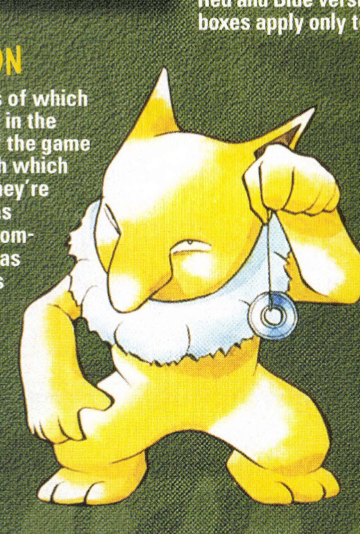


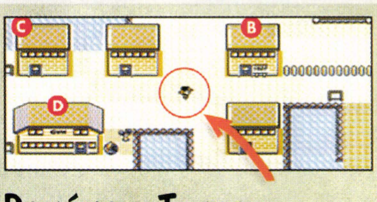
GARY, JESSIE & JAMES, GYM LEADERS

Battle information will differ depending on the version of the game. Pokémon lists for Gym Leaders will include teams from all three versions, but Gary's list will show only his team from Yellow. Since you don't meet up with Jessie and James of Team Rocket in the Red and Blue versions, their boxes apply only to Yellow.

FIELD POKéMON

This box shows charts of which Pokémon can be found in the wild in each version of the game and the frequency with which they can be found. If they're rare, they'll be listed as "Few," and if they're common, they'll be shown as "Many." "None" means they cannot be found at all in that version.





POKéMON TRAINER

Occasionally you may see a circle around a trainer on the map. A blue circle means this trainer appears only in the Red and Blue versions, while an orange ring means Yellow only.

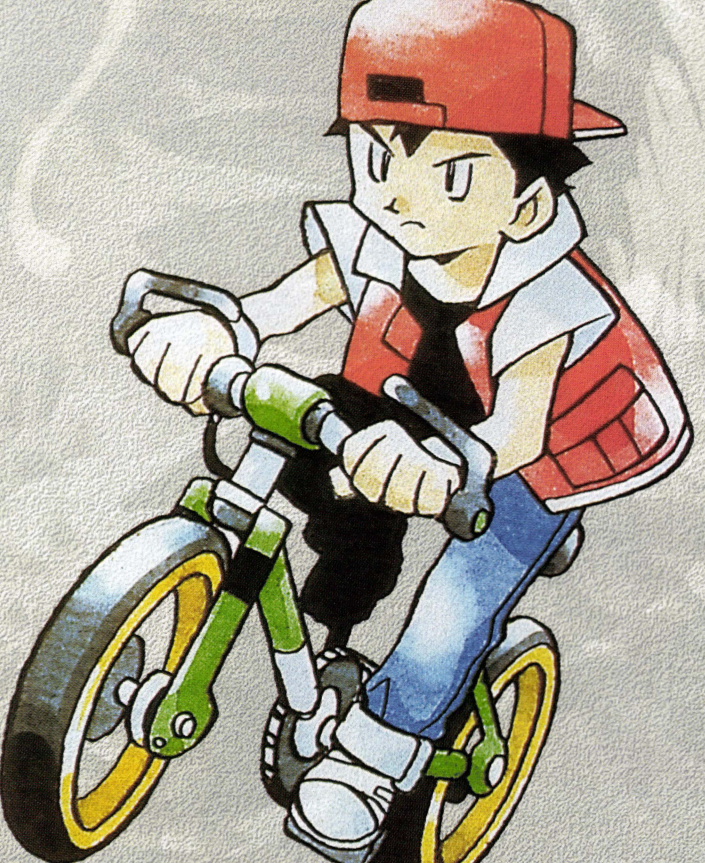
ITEMS

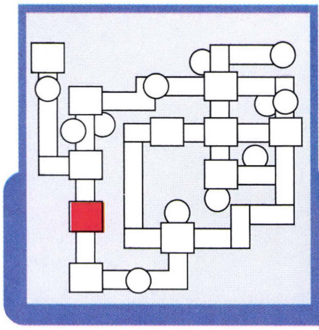
The color of the type indicates the version items are found in: Black for all versions, yellow for Yellow only, and red for Red and Blue.

❶ POTION
❷ POTION
❸ POTION

POKÉMON

TRAINER'S MANUAL





PALLET TOWN

Pallet Town might seem like any other humble hamlet, but someday the whole world will know that this was where you began your quest to become the greatest Pokémon trainer ever! The famous Professor Oak, known for his Pokémon studies, also lives in Pallet Town. He'll give you your very first Pokémon. That's one down, 149 more Pokémon to go!

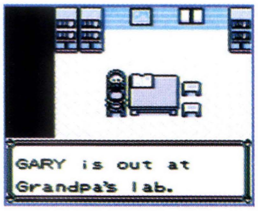
Ⓐ Home, Sweet Home

Your adventure begins here in your own, cozy home. Before you say good-bye to your Mom, check your PC and withdraw the one item stored in the system: a bottle of healing Potion. Now it's time to start exploring the great, wide world.

PROF. OAK, next
door, is looking ▼

Ⓑ Gary's House

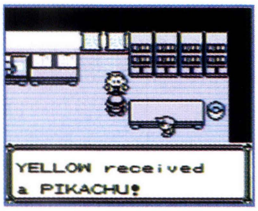
Your lifelong rival, Gary, isn't home, but his sister is. Gary seems to be carrying some sort of grudge against you, but his sister thinks you're okay. If you stop by a little later, she'll give you a useful item, no matter what Gary says.



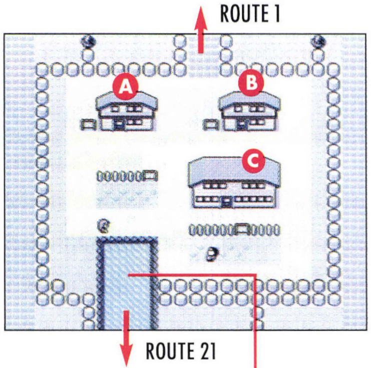
GARY is out at
Grandpa's lab.

Ⓒ Professor Oak's Lab

Once you've explored the town, head north along Route 1. Just as you cross into the grassy area, Professor Oak will rush up and ask you to join him in his lab. There he'll offer you your very first Pokémon. If you're playing Pokémon Yellow, it will be a special Pikachu that will follow behind you at all times, rather than staying in a Poké Ball like all other Pokémon do. If you're playing Pokémon Red or Blue, you will have a choice of one of three Pokémon: Bulbasaur, Charmander or Squirtle. Before you leave the lab, Gary will challenge you to your first Pokémon duel. If your Pokémon faints, go see Mom for help.

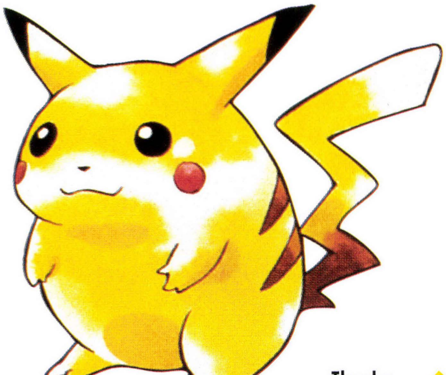


YELLOW received
a PIKACHU!



Much later in the game, after you have Surf (HM 03), you'll be able to go directly to Cinnabar Island via Route 21. Until then, this water passage will be closed to you.

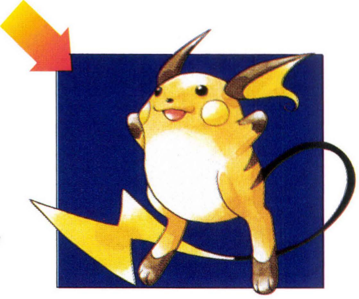
FISH FINDER	Ⓨ	R B
#60 POLIWAG		●
#72 TENTACOOL	●	●
#120 STARYU	●	



#25 PIKACHU

TYPE: ELECTRIC

This mouse-like creature is among the most sought-after Pokémon. Trainers never keep many Pikachu in the same place, however. If enough of these Pokémon gather in one place, their combined voltage can trigger electrical disturbances in the surrounding atmosphere!



#26 RAICHU

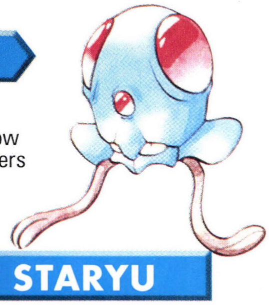
TYPE: ELECTRIC

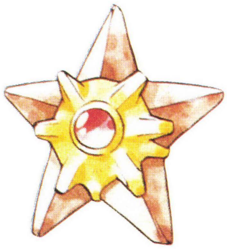
In the Yellow version, you cannot use the Thunder Stone to evolve Pikachu unless you first trade it away. Bear in mind that if you do, it won't follow you around anymore.

#72 TENTACOOL

TYPE: WATER/POISON

Tentacool likes to float in warm, shallow water. Inattentive anglers and swimmers often fall victim to its acidic sting.

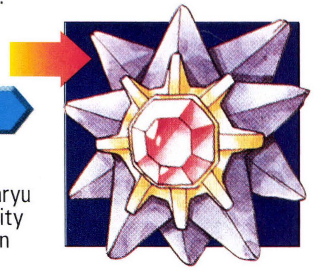




#120 STARYU

TYPE: WATER

Staryu has no limbs to speak of, but its Psychic powers enable it to move. It uses Minimize to increase its chances of evading an attack.



#121 STARMIE

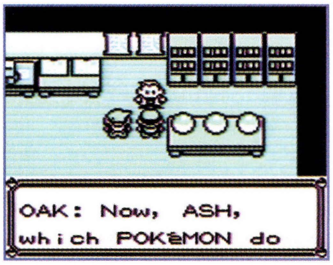
TYPE: WATER/PSYCHIC

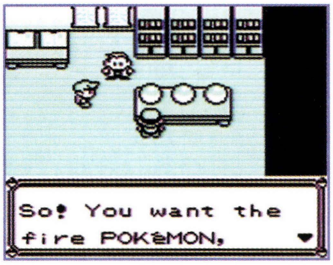
Use the Water Stone to transform Staryu into Starmie. Starmie exchanges mobility for size, relying more on its faceted skin for protection.

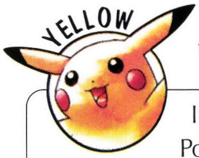
RED-BLUE

Which Pokémon Do You Choose?

In Pokémon Red and Blue, Professor Oak offers you a choice of Bulbasaur, Charmander or Squirtle. Choosing one is a matter of personal preference. Each has its own advantages, and all three evolve into powerful Pokémon later on. See our Pokémon Field Guide for full evolution details. At the beginning of your journey, Bulbasaur or Squirtle will fare better than Charmander in some of your early Pokémon battles.


OAK: Now, ASH, which POKéMON do

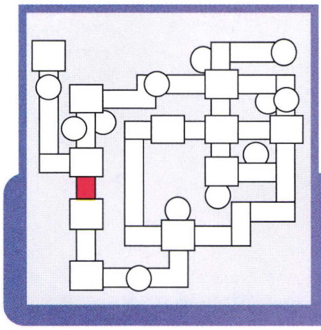

So! You want the fire POKéMON,


YELLOW

Your Rival's First Pokémon

In Pokémon Yellow, your rival Gary will grab the Pokémon Ball that Professor Oak had intended for you off the table. So Gary will begin his Pokémon journey with Eevee, while you'll begin yours with Pikachu. Eevee can evolve into one of three elemental Pokémon: Vaporeon, Jolteon or Flareon. In time, Gary's Eevee will evolve, but which one it becomes depends on what happens in the game.

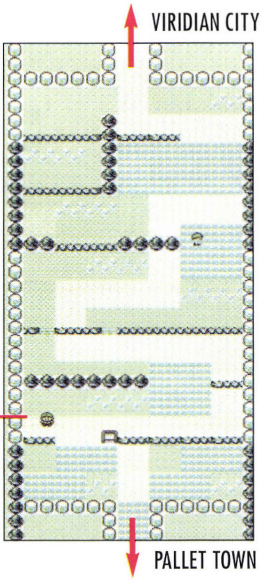
VAPOREON	If you lose your battle with your rival at Professor Oak's Lab, the Eevee will eventually evolve into the Water-type Pokémon, Vaporeon.
JOLTEON	If you win at the lab and win the battle with Gary west of Viridian City, the Eevee will evolve into the Electric-type, Jolteon.
FLAREON	If you win at the lab but lose (or pass up) the battle with Gary west of Viridian City, the Eevee will evolve into the Fire-type, Flareon.



ROUTE 1

Resume your journey north to Viridian City. You can't capture new Pokémon just yet, but you can take this opportunity to build your Pokémon's experience levels. If your Pokémon enters too difficult a battle, use the Run command to escape. If it faints, head home to get a little TLC from Mom, or continue onward to Viridian City and enter its Pokémon Center.

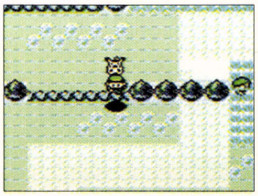
ROUTE 1	Y	R	B
#16 PIDGEY	**MANY**	**MANY**	**MANY**
#19 RATTATA	**MANY**	**MANY**	**MANY**

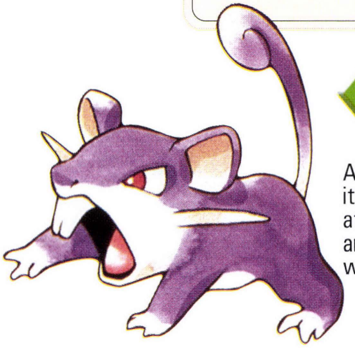


Some people you meet will challenge you to a Pokémon battle. Others will give you advice or items. This person will give you a Potion.

Hedge Hurdle

One time-saving trick is to leap over the low hedges that line the paths. You can jump over a hedge only when you're moving downward, not when you're moving upward, to the left or to the right. Be careful that you don't trap yourself in a leafy prison.





#19 RATTATA

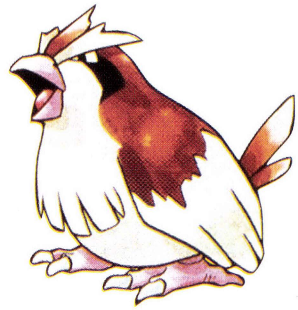
TYPE: NORMAL

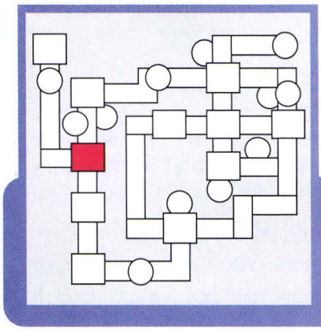
Another common Pokémon, Rattata uses its sharp teeth to defend itself from attackers. Despite its ferocious appearance, it often shares habitats peacefully with Pidgey.

#16 PIDGEY

TYPE: NORMAL/FLYING

Pidgey is one of the most common Pokémon. It is classified as a combination Normal-and-Flying-type Pokémon, and it can blind its opponents by kicking up clouds of sand with its wings.





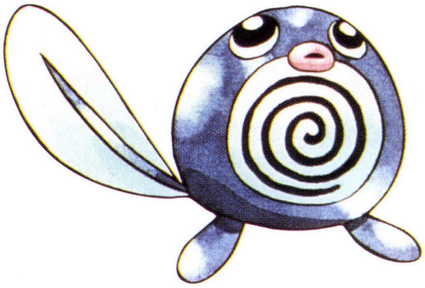
VIRIDIAN CITY

Viridian City isn't exactly a bustling burg, but it's bigger than Pallet Town. There you'll see your first Pokémon Center, a place where you can go to restore your Pokémon to full health. You'll also see a Pokémon Mart, which stocks items useful to Pokémon trainers. This one has a delivery service and will need your help to make a special delivery.

#60 POLIWAG

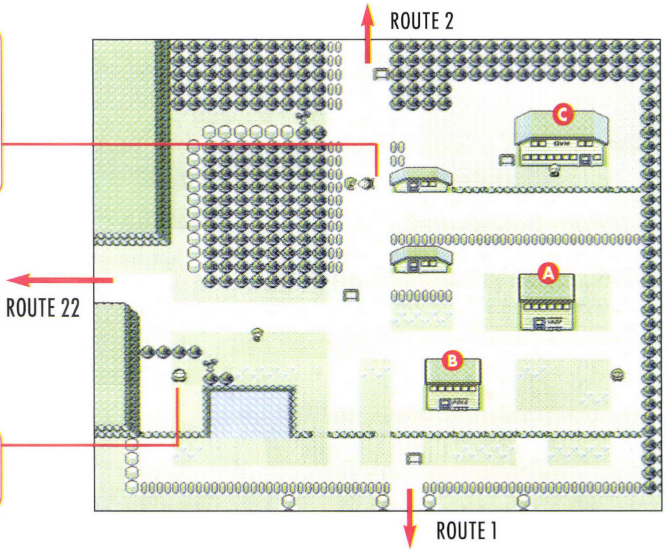
TYPE: WATER

With a pair of newly-grown legs and no arms to provide balance, Poliwag finds walking difficult at best.



When you first arrive in Viridian City, the road north will be blocked by a grumpy old man. He will be gone after you make the special delivery to the Professor and return. Then you'll be able to go to Route 2.

FISH FINDER	Y	R B
#60 POLIWAG	●	●
#72 TENTACOOL		●



After you have Cut (HM 01), cut down the bush by this person, who will give you Dream Eater (TM 42).

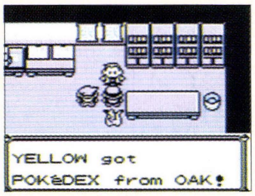
A Pokémon Mart

At a Pokémon Mart, you can buy whatever the store has in stock. You can also sell items from your inventory. The store's stock may have additional items, depending on whether you're playing Yellow, Red or Blue.

Will you take it to him?

POKé BALL	200
POTION	300
ANTIDOTE	100
PARALYZE HEAL	200
BURN HEAL	250

Delivery Service



YELLOW got POKéDEX from OAK!

Before you can make your first purchase or sale at this Pokémon Mart, the attendant will send you on a special delivery back to Pallet Town. Once you deliver the parcel to Professor Oak, he will give you a Pokédex, a high-tech encyclopedia that automatically records data on Pokémon you encounter. After that, visit Gary's House to talk to his sister, who will give you a Town Map to help you on your travels.

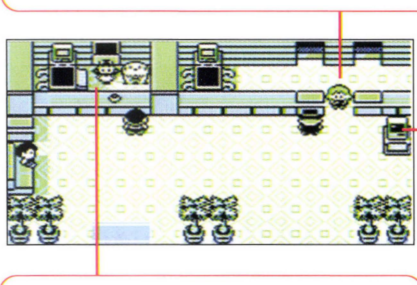
B Pokémon Center

The Pokémon Center can provide you with free Pokémon medical treatment and other valuable services. There are branch offices in most major cities, and they're open 24 hours a day, seven days a week, for your convenience. They're almost as good as your Mom, but without the hugs and cookies.

C Viridian City Gym—*see pg. 58*

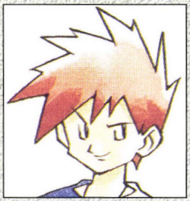
Pokémon Gyms are where trainers usually put their Pokémon through their paces and hold training duels, but this one is strangely empty. When you move on to other cities, you'll have to prove your worth by challenging gym leaders to duels. If you defeat them, you'll win money and valuable prizes. In most cities, you won't be able to move on until you defeat the local gym leader.

Pokémon Cable Club Visit the Cable Club to trade Pokémon or duel with other players through the Game Link Cable. Each player must have a Pokémon Game Pak for these functions to work.



Pokémon Hospital
Visit the Pokémon Hospital to fully restore your Pokémon and cure them of any ailments, including Poison, Sleep, Paralyze and more. Best of all, these services are free of charge!

PC
Log on to the PC in any Pokémon Center to access three different computer systems: yours, Professor Oak's and a third system operated by a mysterious "Someone." There's a limit to the number of items and Pokémon you can carry at one time, and any extras can be stored in these systems. When you access Professor Oak's PC, you can ask him to evaluate your progress.



Gary
Battle 1

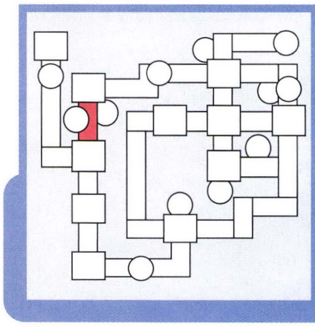
Y

LV 9 #21 SPEAROW

LV 8 #133 EEVEE

After you deliver the parcel to Professor Oak, if you travel west of the city along Route 22, you will meet up with your rival Gary again. He has added to his Pokémon collection and wants to battle. His Pokémon have gained experience. Make sure yours have, too, or you might be defeated. Battling him this early in your journey is optional, since you don't really need to travel down Route 22 until much later in the game.

SPEAROW
:L9
HP:
PIKACHU
:L7
HP:
24/ 24
▶FIGHT PKMN
ITEM RUN



ROUTE 2

This route is a good place to collect more Pokémon. Route 2 is full of Pidgey and Rattata, along with a specimen or two that are rarely found in this area. Remember to weaken a Pokémon in battle before using a Poké Ball on it, or else it will be able to break free. The first time you come through Route 2, head into Viridian Forest to continue your journey.

ITEMS

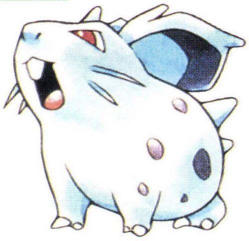
- ❶ **HP UP**
- ❷ **MOON STONE**

ROUTE 2	Y	R	B
#10 CATERPIE	NONE	NONE	FEW
#13 WEEDLE	NONE	FEW	NONE
#16 PIDGEY	MANY	MANY	MANY
#19 RATTATA	MANY	MANY	MANY
#29 NIDORAN ♀	FEW	NONE	NONE
#32 NIDORAN ♂	FEW	NONE	NONE

#29 NIDORAN ♀

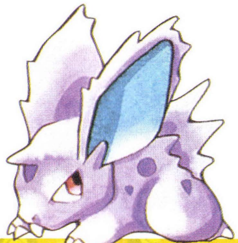
TYPE: POISON

The female Nidoran's barbs are smaller than the male's, but no less poisonous.

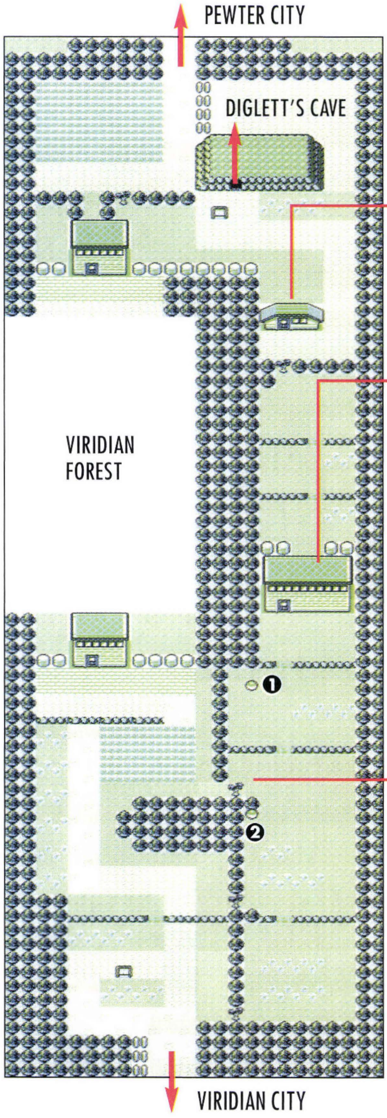


#32 NIDORAN ♂

TYPE: POISON



The male Nidoran's large ears stiffen when it senses danger. You can tell the power of its poisonous venom by the size of its barbs.



You are able to enter this side of Route 2 only by exiting Diglett's Cave, entered from Route 11. In this house, a person will offer to give you Mr. Mime for a Clefairy (in Yellow) or an Abra (in Red and Blue).

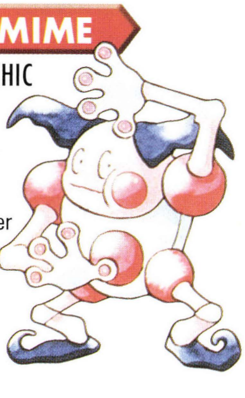
To reach the house, you must use the Cut ability to chop down a bush that blocks your way. Inside the house, the resident will give you the technique Flash (HM 05) only if you have collected more than 10 Pokémon.

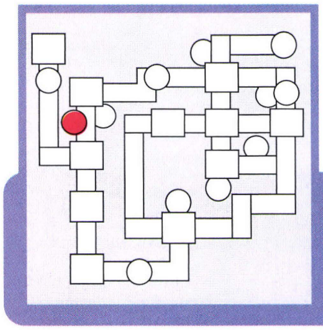
If you remove this bush using the Cut (HM 01) ability, a path will provide a shortcut around Viridian Forest, though the forest is great for collecting Bug-type Pokémon near the beginning of your quest.

#122 MR. MIME

TYPE: PSYCHIC

Some Pokémon, like Mr. Mime, do not evolve no matter how much experience they gather. Mr. Mime's Psychic powers, however, do grow stronger over time.





VIRIDIAN FOREST

The nature preserve is smack-dab in the middle of Route 2, the route that runs between Viridian City and Pewter City. Pokémon are plentiful within its borders, and many trainers come here to capture new specimens for their collections or to challenge other trainers. It's easy to lose yourself in Viridian Forest if you don't know where you're going.

RED-BLUE

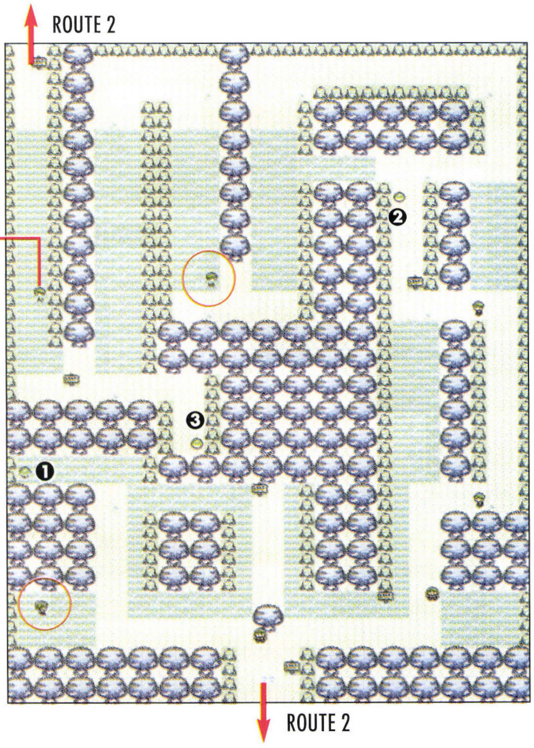
Get Pikachu!

In the Yellow version of Pokémon, you get only one Pikachu. But in the Red and Blue versions, you can find them in the wild of Viridian Forest. Try to capture two Pikachu before you leave. You can evolve one into Raichu once you find a Thunder Stone. The other you can prevent from evolving, so you always have a Pikachu!

ITEMS

❶	POKé BALL
❷	POTION/ANTIDOTE
❸	POTION

VIRIDIAN FOREST	Y	R	B
#10 CATERPIE	MANY	FEW	MANY
#11 METAPOD	MANY	FEW	MANY
#13 WEEDLE	NONE	MANY	FEW
#14 KAKUNA	NONE	MANY	FEW
#16 PIDGEY	FEW	NONE	NONE
#17 PIDGEOTTO	FEW	NONE	NONE
#25 PIKACHU	NONE	FEW	FEW

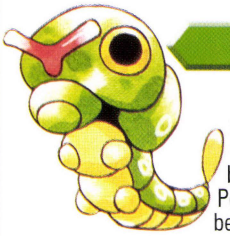


Take a moment to search carefully near this boy for a Potion.

Duels with Trainers

You'll find rival trainers everywhere you go, and they'll usually challenge you as soon as they see you. Trainers can have anywhere from one to six Pokémon, and you can't Run from a duel with a trainer, so always be prepared for a extended battle. Keep in mind that the tame Pokémon trainers use are often more powerful than the wild Pokémon found in the surrounding area.

BUG CATCHER wants to fight!



Lev. 7

#10 CATERPIE

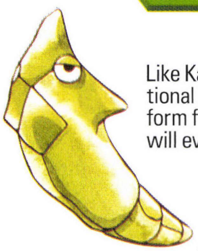
TYPE: BUG

Once it reaches level 7, Caterpie will evolve into the nearly immobile Metapod. If you don't want a Pokémon to evolve, simply press B before the change is complete to reverse the process.

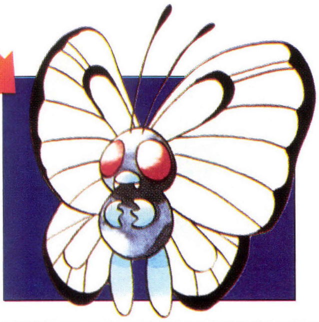
#11 METAPOD

TYPE: BUG

Like Kakuna, Metapod is a kind of transitional Pokémon, and it won't stay in this form for long. Once it reaches level 10, it will evolve into Butterfree.



Lev. 10



#12 BUTTERFREE

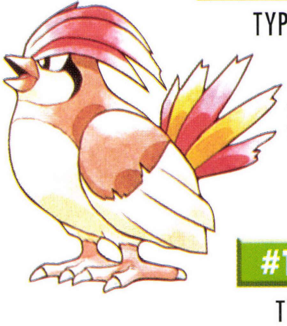
TYPE: BUG/FLYING

Butterfree's flying abilities make it more versatile than some of the other Pokémon you'll find early in your adventure.

#17 PIDGEOTTO

TYPE: NORMAL/FLYING

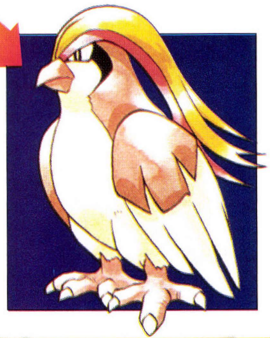
You can obtain a Pidgeotto either by capturing one in the wild or by building up a Pidgey to level 18.



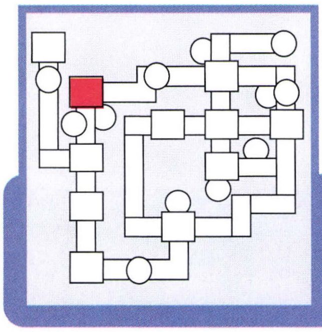
#18 PIDGEOT

TYPE: NORMAL/FLYING

Lev. 36



Flying-type Pokémon like Pidgeot are the natural enemies of Bug-types like Venonat.



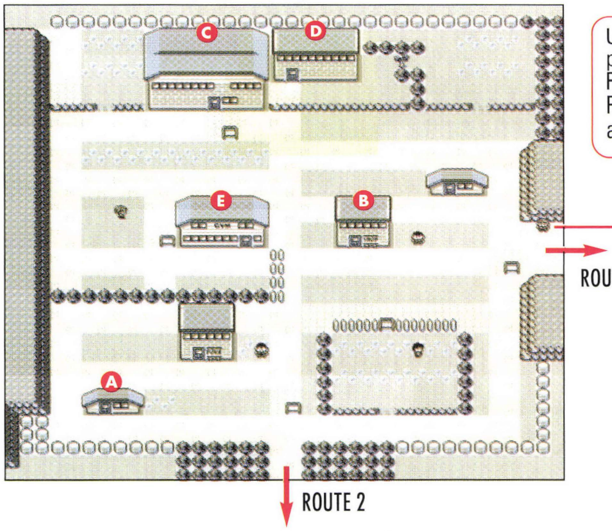
PEWTER CITY

In Pewter City, you will fight Brock, your first Pokémon Gym Leader. The Pokémon he uses in battle are strong. If necessary, build up the experience of your own Pokémon by having battles in the wild. Before you do either, visit Pokémon Center in Pewter City, so if your Pokémon all faint in battle, you'll resume your journey there, instead of far away.

Ⓐ Pokémon Center

Ⓑ Pokémon Mart

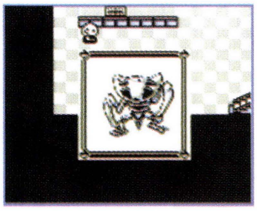
POKé BALL	200
POTION	300
ESCAPE ROPE	550
ANTIDOTE	100
BURN HEAL	250
AWAKENING	200
PARALYZE HEAL	200



Until you defeat Brock, this person will not let you pass to Route 3. Before you leave Pewter City, refresh your pals at the Pokémon Center.

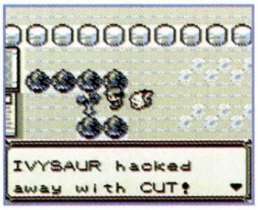
Ⓒ Museum of Science

The Museum of Science has just unveiled its collection of Pokémon fossils. Some scientists claim to have cloned new Pokémon from fossils, but most experts think this is just a lot of Jurassic mumbo-jumbo.

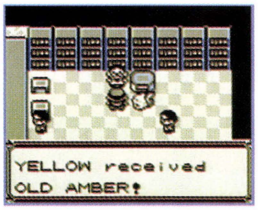


Ⓓ Secret Lab

There's a secret lab at the rear of the museum. You won't be able to enter it until you Cut down a bush blocking the entrance. You'll learn this ability later in the game, so just be patient for now.



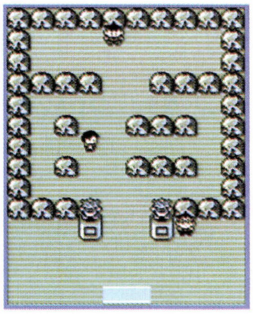
IVYSAUR hacked away with CUT!

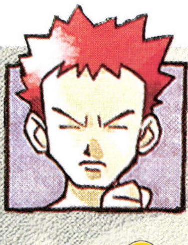


YELLOW received OLD AMBER!

Ⓔ Pewter City Gym

Each city's Pokémon Gym has a single leader, and each leader has one or more trainers who gather nearby. Though sometimes you can avoid battling them by staying out of their line of sight, these battles are useful experience-earning opportunities. Here, you may battle one Junior Trainer before taking on Brock himself.



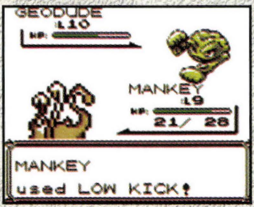


Pewter City Gym Leader:

BROCK

Y	R B
LEV. 10 #74 GEODUDE	LEV. 12 #74 GEODUDE
LEV. 12 #95 ONIX	LEV. 14 #95 ONIX

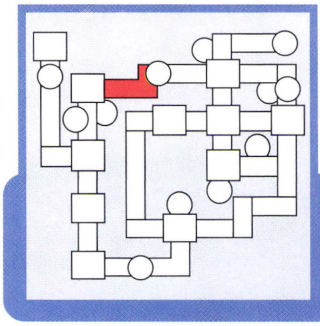
The Pokémon League is the official association of Pokémon trainers. Brock is the first gym trainer you must defeat on your path to Pokémon training fame. He specializes in Rock-and-Ground-type Pokémon: Geodude and Onix. While any of your Pokémon that use Water- or Grass-type attacks will have the best effect on Brock's Pokémon, Fighting- and Ground-type attacks will also do well. Don't bother with Electric-, Poison- or Rock-type attacks—they won't do much damage to Geodude or Onix at all.



MANKEY used LOW KICK!

PRIZES **BOULDER BADGE/TM 34**

If you defeat Brock, he'll give you TM 34 (the Bide attack technique) and his Boulder Badge, which grants your Pokémon a small power boost and allows you to use Flash (once you have HM 05).



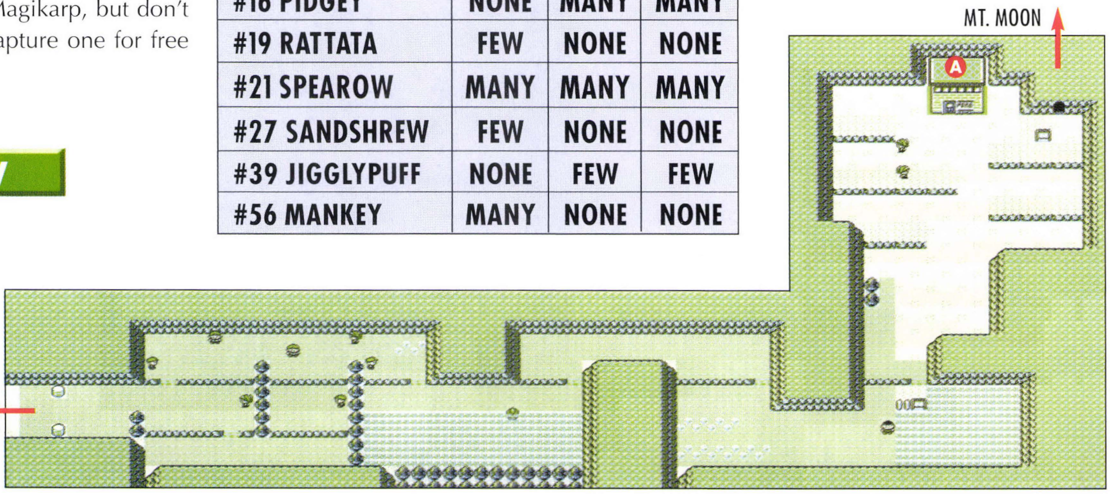
ROUTE 3

After you receive the Boulder Badge, other Pokémon trainers will see you as a worthy opponent. No fewer than eight trainers wait to challenge you along Route 3. You'll have a tough struggle getting through them all, but you'll emerge from Route 3 a more powerful trainer than ever. Stock up on Poké Balls to capture some more Pokémon in the wild, too.

Ⓐ Pokémon Center

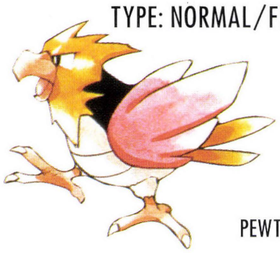
A traveling salesman at the Pokémon Center will offer you a sweet deal on a Magikarp, but don't you think you'll be able to capture one for free later on?

ROUTE 3	Y	R	B
#16 PIDGEY	NONE	MANY	MANY
#19 RATTATA	FEW	NONE	NONE
#21 SPEAROW	MANY	MANY	MANY
#27 SANDSHREW	FEW	NONE	NONE
#39 JIGGLYPUFF	NONE	FEW	FEW
#56 MANKEY	MANY	NONE	NONE



#21 SPEAROW

TYPE: NORMAL/FLYING

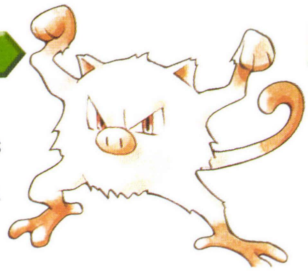


It may resemble the mild-mannered Pidgey, but Spearow has a much more ferocious temperament. In a contest between the two, Spearow will likely have the upper wing.

#56 MANKEY

TYPE: FIGHTING

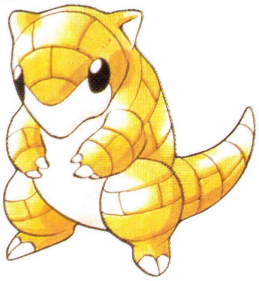
As a Fighting-type Pokémon, Mankey is more agile than most Pokémon. It can dodge even special attacks quite easily.

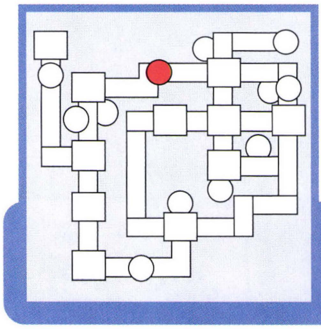


#27 SANDSHREW

TYPE: GROUND

This Ground-type Pokémon can swiftly dig into the earth and will dry out if exposed to hot environments for too long. You can find Sandshrew only in the Yellow and Blue versions.





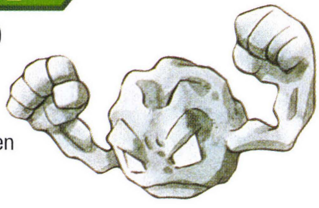
MT. MOON

Mt. Moon is crawling with all sorts of new Pokémon as well as several menacing members of Team Rocket. Team Rocket is after Pokémon fossils, no doubt as part of some diabolical scheme. It's up to you to stop them from raiding these lost paleontological treasures!

#74 GEODUDE

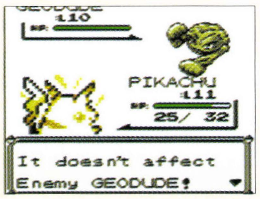
TYPE: ROCK/GROUND

Geodude is commonly found in fields and mountainous areas. A Geodude usually doesn't move unless it's disturbed, and it's often mistaken for a rock or a boulder.



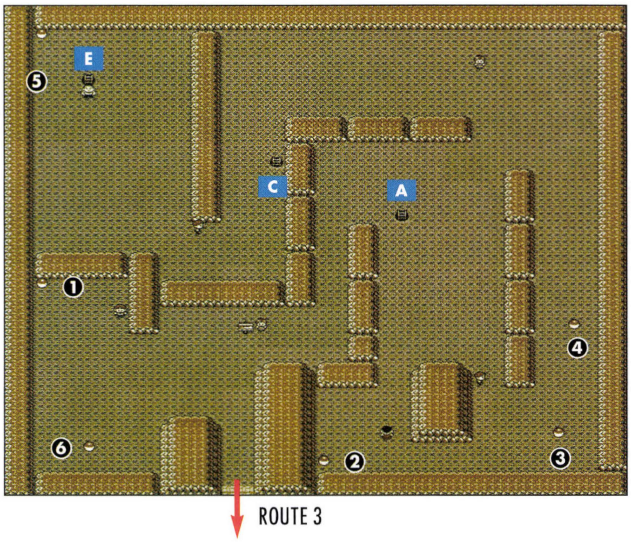
Erode Geodude's Advantage

Geodude are common inside Mt. Moon, so knowing how to defeat these Ground-and-Rock-types in battle is important. Water- and Grass-type attacks have a strong effect, while Poison- and Rock-type attacks don't do so well. Electric-type attacks have no effect at all.



It doesn't affect
Enemy GEODUDE!

First Floor



1ST FLOOR	Y	R	B
#27 SANDSHREW	FEW	NONE	NONE
#35 CLEFAIRY	FEW	FEW	FEW
#41 ZUBAT	MANY	MANY	MANY
#46 PARAS	NONE	FEW	FEW
#74 GEODUDE	MANY	MANY	MANY

ITEMS

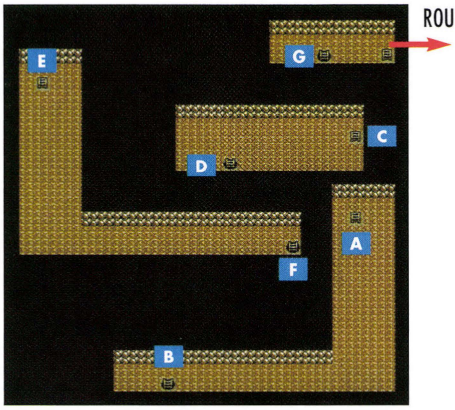
① POTION
② POTION
③ RARE CANDY
④ ESCAPE ROPE
⑤ MOON STONE
⑥ TM 12
⑦ TM 01
⑧ HP UP

#35 CLEFAIRY

TYPE: NORMAL

You must search long and hard to find a Clefairy. It is found in only two places other than Mt. Moon, so try your best while you're here.

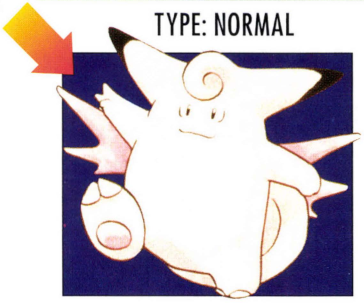
First Basement



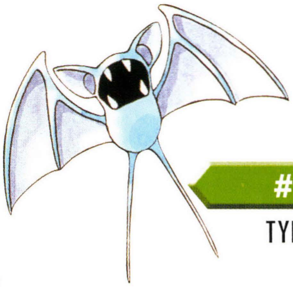
1ST BASEMENT	Y	R	B
#35 CLEFAIRY	FEW	FEW	FEW
#41 ZUBAT	MANY	MANY	MANY
#46 PARAS	FEW	FEW	FEW
#74 GEODUDE	FEW	MANY	MANY

#36 CLEFABLE

TYPE: NORMAL



Once a Clefairy evolves into a Clefable, it won't be able to learn any more attacks, at least on its own. You may be able to teach it a new ability with a TM or an HM.

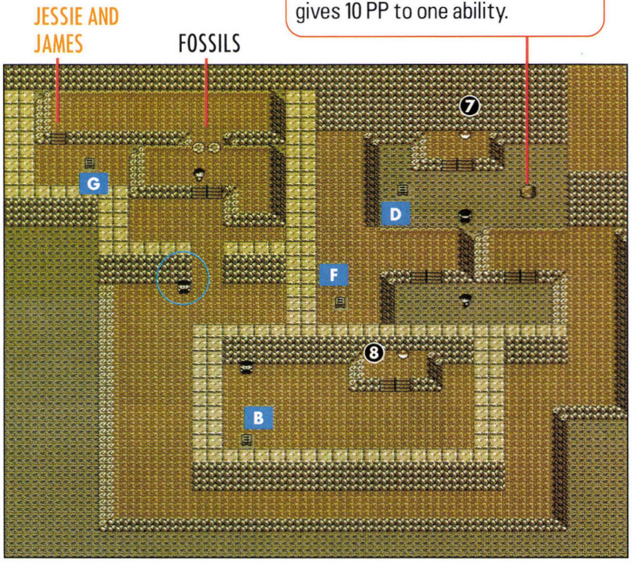


#41 ZUBAT

TYPE: POISON/FLYING

Zubat has no eyes, and it uses a sophisticated radar system to navigate in the total darkness beneath Mt. Moon. Its Leech Life attack will drain an opponent's energy and replenish its own.

Second Basement



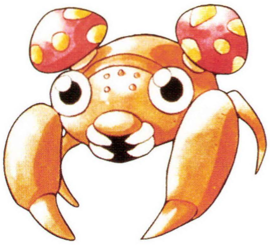
Walk up to the left side of this rock and press A. In that spot you will discover one Ether, which gives 10 PP to one ability.

#46 PARAS

TYPE: BUG/GRASS

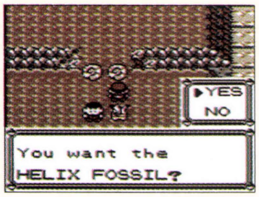
Paras's dual nature is readily apparent in its insectoid claws and the mushroom-like pods on its back. Those "mushrooms" can shoot out clouds of Stun Spores, capable of Paralyzing almost any opponent.

2ND BASEMENT	Y	R	B
#35 CLEFAIRY	FEW	FEW	FEW
#41 ZUBAT	MANY	MANY	MANY
#46 PARAS	MANY	FEW	FEW
#74 GEODUDE	MANY	MANY	MANY



Eeny, Meeny, Miny, Moe!

If you defeat the Team Rocket member near the exit to Mt. Moon, he'll let you have one of the precious Pokémon fossils. You can't go wrong with either one, but if you can't make up your mind, you can always fall back on a certain tried-and-true method for making tough choices...


▶YES
NO
You want the HELIX FOSSIL?

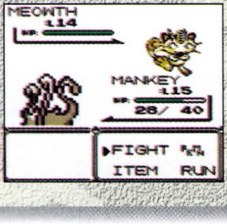
Y

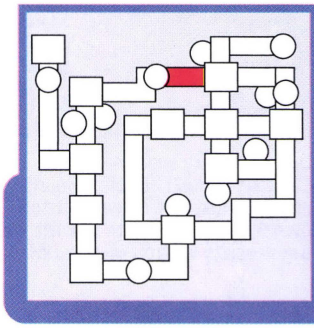
LEV. 14	#23 EKANS
LEV. 14	#52 MEOWTH
LEV. 14	#109 KOFFING

Jessie and James Battle 1

In the Yellow version, the dastardly Team Rocket duo, Jessie and James, show up to demand that you hand over the Pokémon fossil you just collected. Before you can leave Mt. Moon, you must defeat their three Pokémon in battle. You may not yet have a wide variety of Pokémon to choose from, but we recommend using an experienced Mankey against the feisty Meowth, then using a Butterfree's Psychic-type Confusion attack against Koffing and Ekans.

That fossil is TEAM ROCKET's!


MEOWTH :L14
MANKEY :L15
28/ 40

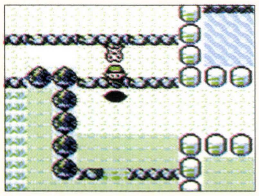


ROUTE 4

After the ordeal in Mt. Moon, Route 4 will probably seem like a walk in the park. There are no trainers to challenge you and only one area where you can run into wild Pokémon. Be sure to collect Whirlwind (TM 04) before you jump the hedge to reach Cerulean City. After you jump it, you won't be able to jump back over it to backtrack along Route 4.

No Going Back

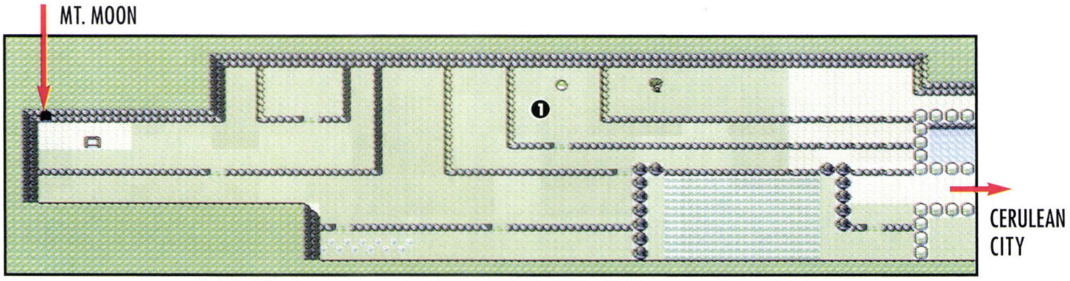
Once you jump over this hedge, you'll be stuck in Cerulean City. If you need to train your Pokémon further before facing Misty, there's a field just outside of the city that you can reach. This field is home to several species of wild Pokémon.

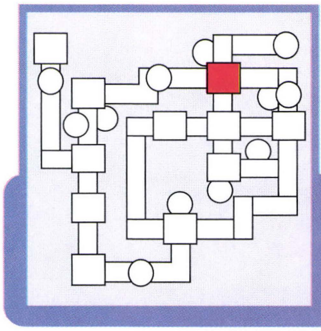


ROUTE 4	Y	R	B
#19 RATTATA	FEW	MANY	MANY
#21 SPEAROW	MANY	MANY	MANY
#23 EKANS	NONE	FEW	NONE
#27 SANDSHREW	FEW	NONE	FEW
#56 MANKEY	MANY	NONE	NONE

ITEMS

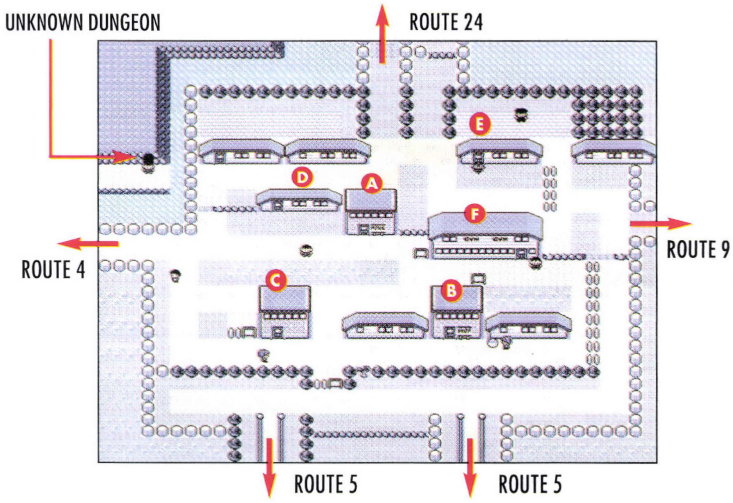
① TM 04





CERULEAN CITY

After you enter Cerulean City for the first time, you will be trapped until you defeat Misty in the local Pokémon Gym and your rival Gary at the entrance to Route 24. If you need to build up your Pokémon before taking them on, fight wild Pokémon in the patch west of the city and rejuvenate them at the Pokémon Center. Then earn your Cascade Badge at the gym and head up Route 24.



Ⓐ Pokémon Center

Ⓑ Pokémon Mart

POKé BALL	200
POTION	300
ESCAPE ROPE	550
REPEL	350
ANTIDOTE	100
BURN HEAL	250
AWAKENING	200
PARALYZE HEAL	200

FISH FINDER	Y	R B
#54 PSYDUCK		•
#98 KRABBY		•
#118 GOLDEEN	•	•
#119 SEAKING	•	

Ⓒ Smooth Ride

The Bike Shop is stocked with hundreds of shiny two-wheelers, but you'll have to put your dreams of a new ride on hold for a while. A new bike will set you back a cool ₽1million—and that ain't Pokémon feed!

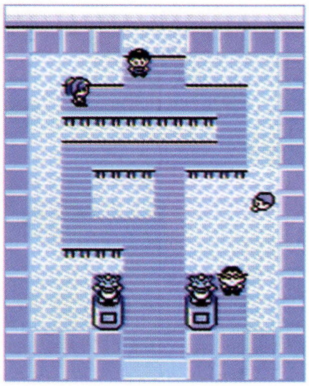
Ⓓ Trading Post

The Pokémon collector in this house will give you a Jynx in exchange for a Poliwhirl. You won't be able to capture a Poliwhirl until later in your quest, but keep this fellow in mind. You can even capture two Poliwhirl and trade one.

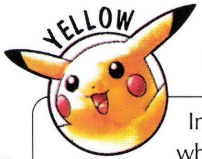
Ⓔ A Way Out

You can't enter this house when you first see it, because a member of the police is guarding the front door. Team Rocket has robbed it. After you visit the Sea Cottage up north, you'll be able to enter this building and exit through a back way that leads to several routes out of Cerulean City.

Ⓕ All Wet

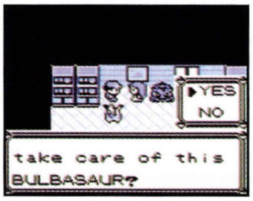


The local Gym looks more like a swimming pool than a serious training facility. If you're not careful of the two trainers and their Water-type Pokémon that work out here, you'll be dog-paddling for dear life! After you've splashed around with the trainers, get ready to make big waves by challenging Gym Leader Misty.

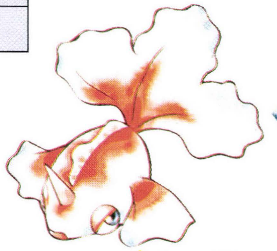


Get Bulbasaur!

In Yellow, a woman who nurses Pokémon back to health will give you a Bulbasaur if you're in great standing with your own Pikachu. (In Red and Blue, this house is the Trading Post.)


▶YES
NO

take care of this BULBASAUR?

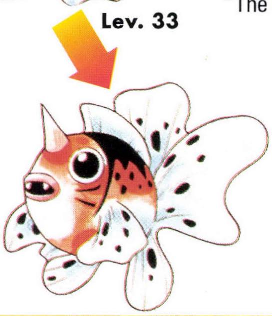


#118 GOLDEEN

TYPE: WATER

Goldeen's billowing fins and tail have the look of a ball gown, hence the nickname "The Water Queen."

Lev. 33



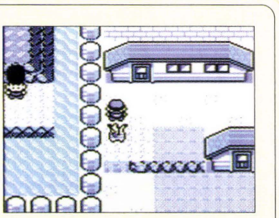
#119 SEAKING

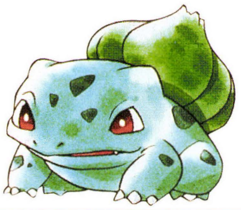
TYPE: WATER

Seaking's skill with its horn increases over time. It learns Horn Attack at level 24, then Horn Drill at level 48.

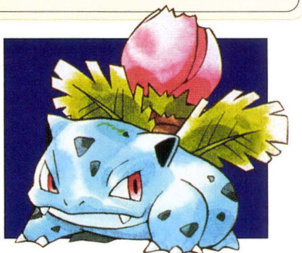
Unknown Dungeon

As you explore Cerulean City, you'll spy someone beyond the fence on the northwest side of town. You won't be able to reach him until you're near the end of your adventure, so don't worry about him. Just take care of Misty and Gary and prepare for the greater challenges ahead!





Lev. 16



#1 BULBASAUR

TYPE: GRASS/POISON

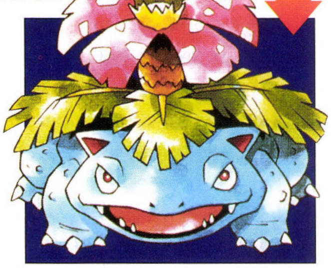
Bulbasaur is a combination Grass-and-Poison-type Pokémon. Grass-type Pokémon usually display plant-like characteristics, such as the large, leafy growth on Bulbasaur's back.

#2 IVYSAUR

TYPE: GRASS/POISON

Once Bulbasaur reaches level 16, it evolves into the more powerful Ivysaur. Combination Pokémon have twice the strengths and twice the weaknesses of other Pokémon.

Lev. 32



#3 VENUSAUR

TYPE: GRASS/POISON

It is sometimes difficult to predict how combination Pokémon like Venusaur will fare in combat, but they are among the most useful and versatile Pokémon around.

Cerulean City Gym Leader:

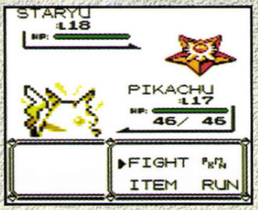
MISTY

Y R B

LEV. 18 **#120 STARYU**

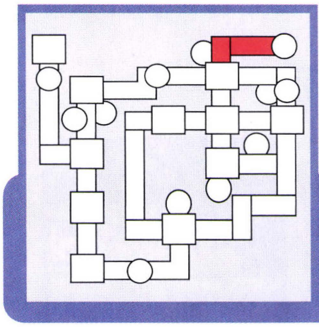
LEV. 21 **#121 STARMIE**

Like her two trainers, Misty prefers Water-type Pokémon, and she always has Staryu and Starmie at her side, ready to go. Of all the Pokémon that players can receive from Professor Oak at the beginning of the game, only the Electric-type Pikachu and Grass-type Bulbasaur will fare well against the Water-type Pokémon. The Fire-type Charmander and Water-type Squirtle will be at a serious disadvantage when taking on Misty's crew.



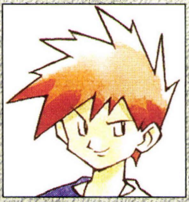
PRIZES **CASCADE BADGE/TM 11**

If you defeat Misty, she'll give you TM 11 (the Bubblebeam technique) and the Cascade Badge, which gives you the power to command Pokémon up to Level 30 and to use Cut (once you have HM 01).



ROUTES 24 & 25

After you defeat Misty, you should head north from Cerulean City. Your rival, Gary, who now has four Pokémon, blocks the bridge. So do six members of Team Rocket. If you can defeat them all, you'll receive a valuable Nugget and the freedom to head to the end of this path, where you can meet the world's greatest Pokémon enthusiast, Bill the Pokémaniac!



Gary Battle 2

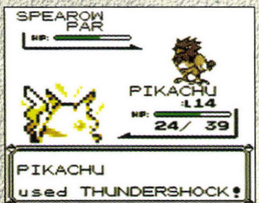
Y

LEV. 18 **#21 SPEAROW**

LEV. 15 **#27 SANDSHREW**

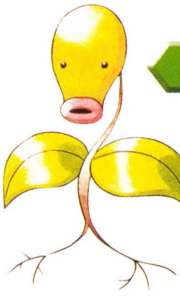
LEV. 15 **#19 RATTATA**

LEV. 17 **#133 EEVEE**



PIKACHU used THUNDERSHOCK!

Your old rival Gary has pumped up his Pokémon and added a few more to his collection. In the Yellow version, his Pokémon are mostly Normal-type Pokémon, except for the Normal-and-Flying-type Spearow and the Ground-type Sandshrew. Your best bet against Gary is Bulbasaur, if you received it in Cerulean City. If you didn't, your Electric-type Pikachu will also work wonders against Gary, though it won't leave a scratch on Sandshrew.

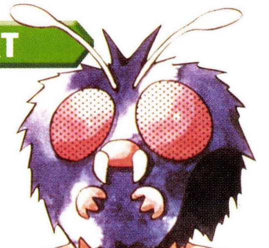


#69 BELLSPROUT

TYPE: GRASS/POISON

Bellsprout often begins a battle with Growth, which will increase the power of its special attacks. It would be wise to use your most powerful attack before Bellsprout has a chance to launch an attack of its own.

#48 VENONAT



TYPE: BUG/POISON

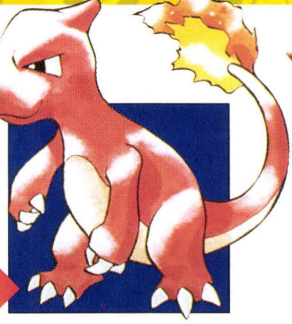
Venonat makes its home in tree branches and is attracted to bright lights, especially at night.

#4 CHARMANDER

TYPE: FIRE

With its flaming tail, Charmander is a tough Pokémon to handle, even for a skilled trainer.

Lev. 16



#5 CHARMELEON

TYPE: FIRE

Interestingly, Fire-type Pokémon like Charmeleon have a distinct advantage against Ice-type Pokémon but not against Water-type Pokémon.

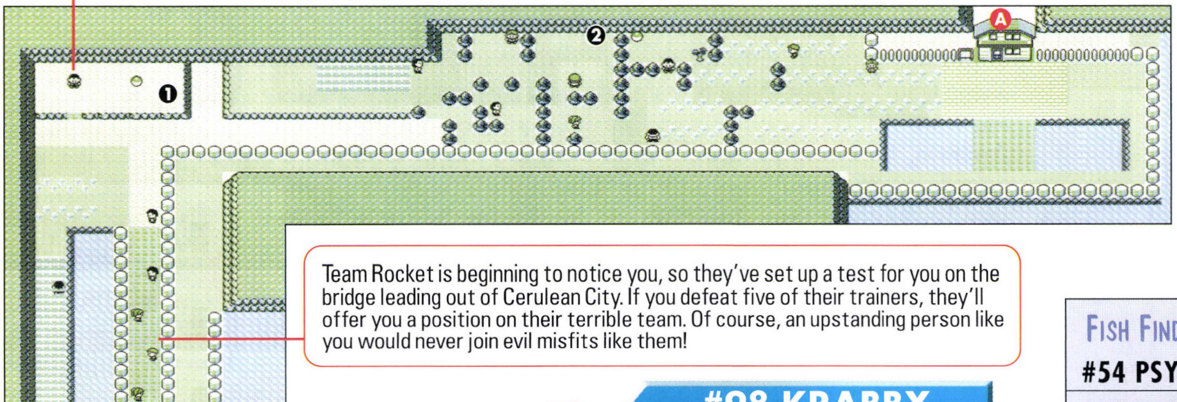
Lev. 36

#6 CHARIZARD

TYPE: FIRE/FLYING

When Charmeleon reaches level 36, it evolves into the majestic Charizard. Starting the game with these Fire-type Pokémon can be difficult, but the effort can pay off.

In the Yellow version, this man will give you his Charmander. He admits he has been a bad trainer and hands over his Pokémon—a good thing for both you and Charmander! Now you have your first Fire-type Pokémon.



CERULEAN CITY

GARY

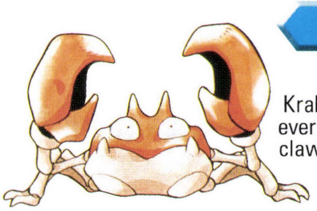
ITEMS

①	TM 45
②	TM 19

Team Rocket is beginning to notice you, so they've set up a test for you on the bridge leading out of Cerulean City. If you defeat five of their trainers, they'll offer you a position on their terrible team. Of course, an upstanding person like you would never join evil misfits like them!

FISH FINDER	Y	R B
#54 PSYDUCK		•
#98 KRABBY	•	•
#99 KINGLER	•	
#118 GOLDEEN		•

#98 KRABBY



TYPE: WATER

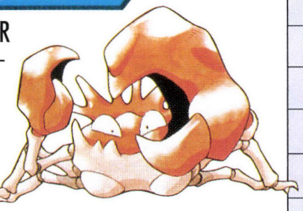
Krabby can be found sidling along in nearly every stream, river and pond, using its claws for balance and protection.

Lev. 28

#99 KINGLER

TYPE: WATER

Though Kingler can sometimes be found in inland waterways, it much prefers the open ocean. Its powerful claws can crush solid steel.



FISH FINDER	Y	R B
#54 PSYDUCK		•
#98 KRABBY		•
#118 GOLDEEN	•	•
#119 SEAKING	•	

ROUTE 25	Y	R	B
#10 CATERPIE	NONE	FEW	MANY
#11 METAPOD	NONE	FEW	MANY
#13 WEEDLE	NONE	MANY	FEW
#14 KAKUNA	NONE	MANY	FEW
#16 PIDGEY	MANY	MANY	MANY
#17 PIDGEOTTO	FEW	NONE	NONE
#63 ABRA	NONE	FEW	FEW
#43 ODDISH	MANY	NONE	NONE
#48 VENONAT	FEW	MANY	MANY
#69 BELLSPROUT	MANY	NONE	FEW

ROUTE 24	Y	R	B
#10 CATERPIE	NONE	NONE	MANY
#11 METAPOD	NONE	NONE	MANY
#13 WEEDLE	NONE	MANY	NONE
#14 KAKUNA	NONE	MANY	NONE
#16 PIDGEY	MANY	MANY	MANY
#17 PIDGEOTTO	FEW	NONE	NONE
#63 ABRA	NONE	FEW	FEW
#43 ODDISH	MANY	FEW	NONE
#48 VENONAT	FEW	NONE	NONE
#69 BELLSPROUT	MANY	NONE	FEW

#43 ODDISH

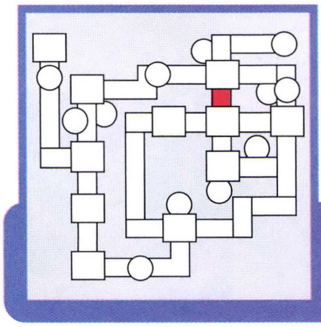
TYPE: GRASS/POISON

Oddish is just one of several combined Grass-and-Poison-type Pokémon you'll find in this area. It likes first to Poison or Stun its opponents before it drains their energy with its Absorb attack.

A Sea Cottage

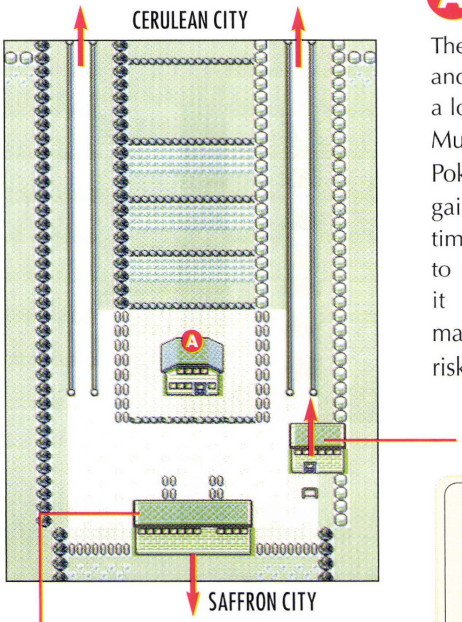
I'm a true blue POKéMANIAC! Hey! ▼

A freak accident with his experimental teleporter has combined Bill's cellular structure with a Pokémon's, and he needs your help to reverse the process. If you help Bill, he'll give you a ticket to the cruise ship S.S. Anne, now docked at Vermilion City. Before you leave for Vermilion City, exit the cottage and enter again, then check Bill's PC for information on four rare Pokémon.

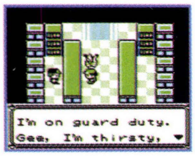


ROUTE 5

After your visit with Bill, return to Cerulean City and go to the house in the northeast corner. Walk through the backyard to find a path leading to Route 5. The road that goes through Saffron City is closed, but you can take the detour along the Underground Path. Stop off at the Pokémon Daycare before you head underground.



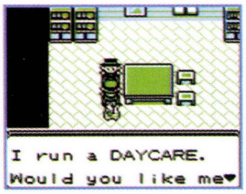
At the south end of Route 5 is a guard post that blocks the way to Saffron City. The guard inside keeps saying how thirsty he is. Maybe he'll let you by if you return with a beverage. Until then, check out the way to Route 6 next door.



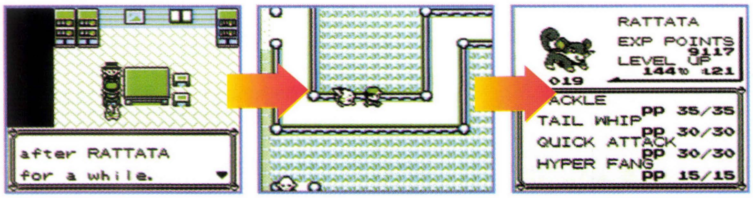
I'm on guard duty.
Gee, I'm thirsty.▼

Ⓐ Pokémon Daycare

The Pokémon Daycare will be glad to take one of your Pokémon from you and train it. If you can afford the high cost, and can spare the Pokémon for a long time, leave it with the daycare while you continue your adventure. Much later, return to the Pokémon Daycare to pick up your experienced Pokémon, but know the cost: 100 for every experience level that it's gained in the meantime. You won't be able to choose which skills it will learn as it matures, but that's the risk you take.



I run a DAYCARE.
Would you like me▼

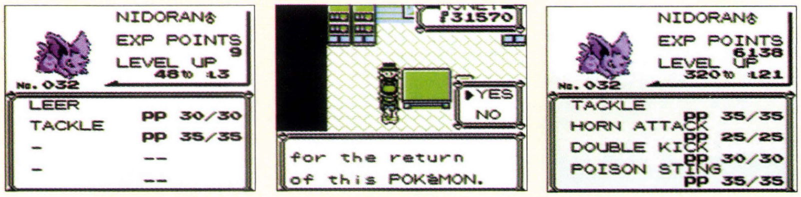


after RATTATA
for a while.▼

RATTATA
EXP POINTS 9117
LEVEL UP 144 to 21
019
ACKLE PP 35/35
TAIL WHIP PP 30/30
QUICK ATTACK PP 30/30
HYPER FANG PP 15/15

The Best Way to Use the Pokémon Daycare

After you hand over one of your Pokémon to the Pokémon Daycare, it will get one experience point for every step you continue along your long adventure. Check in one of your Pokémon that you would like to have gain experience this way, rather than by using it in battles. The weak Magikarp might be a great candidate, since it becomes a ferocious Gyarados at Level 20. Abra would be another good choice, since it becomes much more powerful after Level 16, when it evolves to Kadabra. Even if you're gone such a long time that the Pokémon's level passes up its evolution level, the Pokémon will wait for you to return and tell it whether to evolve. And it will have learned any new abilities that its level would have allowed.



NIDORAN♂
EXP POINTS 9
LEVEL UP 48 to 13
No. 032
LEER PP 30/30
TACKLE PP 35/35
– --
– --

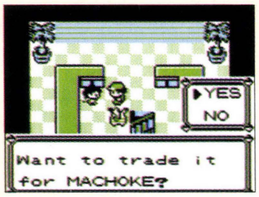
₽31570
▶YES
NO
for the return
of this POKéMON.

NIDORAN♂
EXP POINTS 6138
LEVEL UP 320 to 21
No. 032
TACKLE PP 35/35
HORN ATTACK PP 25/25
DOUBLE KICK PP 30/30
POISON STING PP 35/35

ROUTE 5	Y	R	B
#16 PIDGEY	MANY	MANY	MANY
#17 PIDGEOTTO	FEW	NONE	NONE
#19 RATTATA	MANY	NONE	NONE
#39 JIGGLYPUFF	FEW	NONE	NONE
#43 ODDISH	NONE	MANY	NONE
#52 MEOWTH	NONE	NONE	FEW
#56 MANKEY	NONE	FEW	NONE
#63 ABRA	FEW	NONE	NONE
#79 BELLSPROUT	NONE	NONE	MANY

Let's Make a Deal

Another Pokémon collector is waiting for you at the Underground Path entrance. Once again, you probably don't have the Pokémon he wants, but not to worry. No matter how long it takes you to find the proper Pokémon, this fellow will wait patiently.

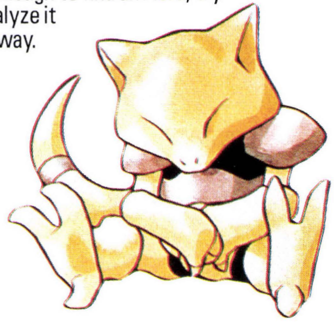


▶YES
NO
Want to trade it
for MACHOKE?

#63 ABRA

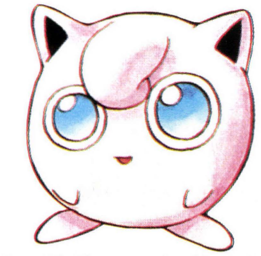
TYPE: PSYCHIC

Abra doesn't have any attack abilities, but its power to Teleport away from battle makes it difficult to capture. If you're lucky enough to find an Abra, try to Paralyze it right away.



#39 JIGGLYPUFF

TYPE: NORMAL

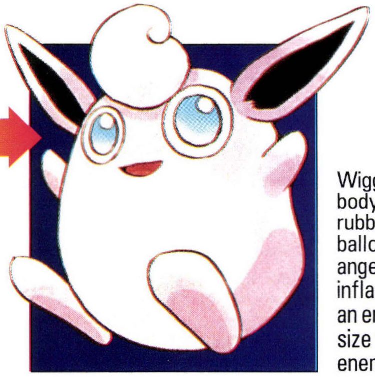


Moon Stone

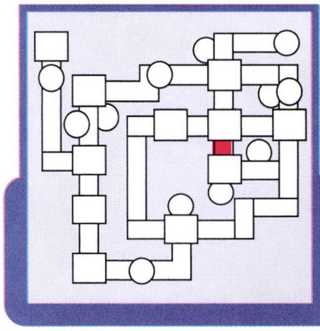
Jigglypuff's Sing attack will send even the toughest Pokémon to dreamland, leaving it open for a Pounding. Looks can be deceiving, and just because a Pokémon is cute and cuddly doesn't mean it's a cream puff!

#40 WIGGLYTUFF

TYPE: NORMAL

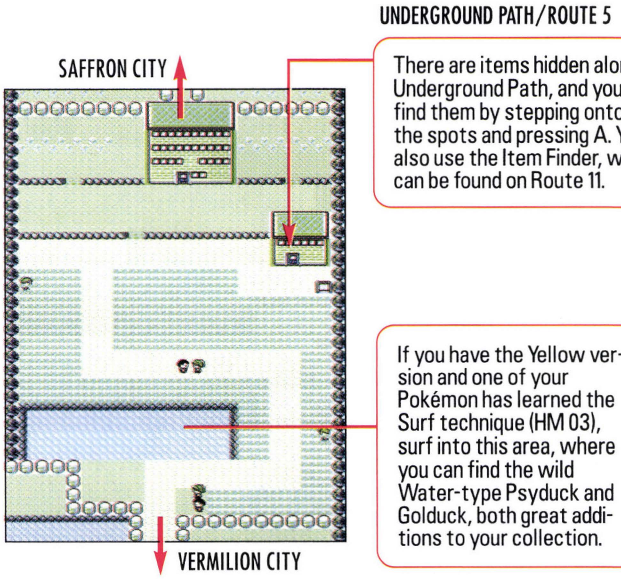


Wigglytuff's body is soft and rubbery, like a balloon. When angered, it inflates itself to an enormous size to scare off enemies.



ROUTE 6

The Underground Path runs south, tunneling beneath Saffron City and emerging at the north end of Route 6. Though the entrance on this side of Saffron City is also blocked with another thirsty guard, for now you should head south to Vermilion City. The way is packed with wild Pokémon and trainers all ready to challenge your Pokémon to a good battle.



There are items hidden along the Underground Path, and you can find them by stepping onto all the spots and pressing A. You can also use the Item Finder, which can be found on Route 11.

If you have the Yellow version and one of your Pokémon has learned the Surf technique (HM 03), surf into this area, where you can find the wild Water-type Psyduck and Golduck, both great additions to your collection.

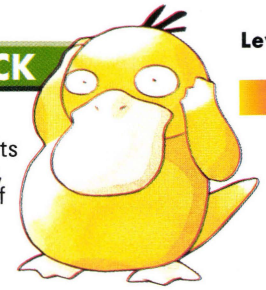
ROUTE 6	Y	R	B
#16 PIDGEY	MANY	MANY	MANY
#17 PIDGEOTTO	FEW	NONE	NONE
#19 RATTATA	MANY	NONE	NONE
#39 JIGGLYPUFF	FEW	NONE	NONE
#43 ODDISH	NONE	MANY	NONE
#52 MEOWTH	NONE	NONE	FEW
#54 PSYDUCK	MANY	NONE	NONE
#55 GOLDUCK	FEW	NONE	NONE
#56 MANKEY	NONE	FEW	NONE
#63 ABRA	MANY	NONE	NONE
#69 BELLSPROUT	NONE	NONE	MANY

FISH FINDER	Y	R B
#90 SHELLDER		•
#98 KRABBY		•
#118 GOLDEEN	•	

#54 PSYDUCK

TYPE: WATER

Psyduck first mesmerizes its prey with its piercing stare, then unleashes a barrage of pent-up mental energy.

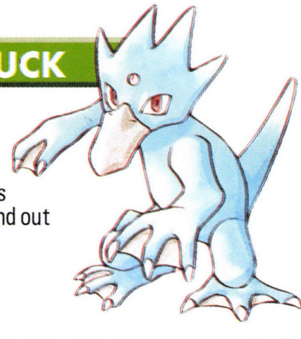


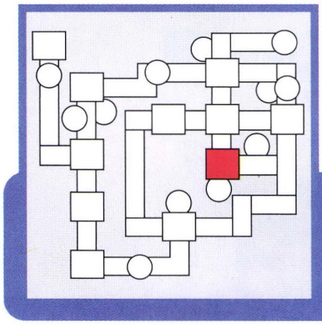
Lev. 33

#55 GOLDUCK

TYPE: WATER

While Psyduck can be somewhat awkward on land, the sleek Golduck is an agile fighter both in and out of the water.



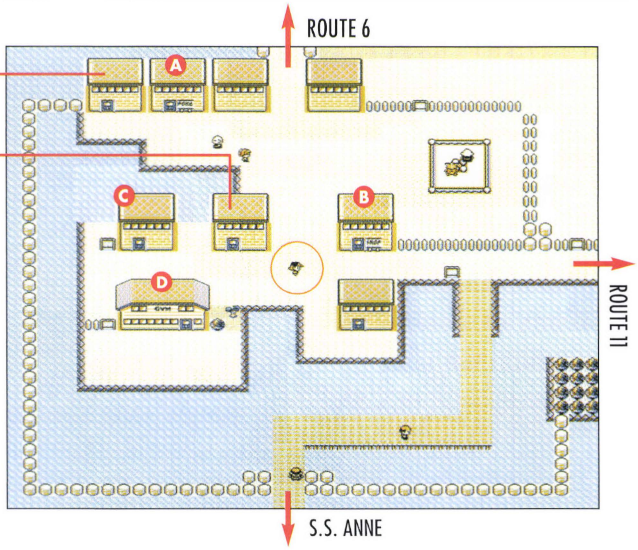


VERMILION CITY

Vermilion City is the first stop for the luxury liner S.S. Anne, now on its annual Pokémon cruise. It's full of rival trainers, but for now keep focused on a few interesting pleasures in the city itself, including the chance to get a Bike Voucher! Then, after you finish on the ship, return here to challenge the shocking local gym trainer, Lt. Surge.

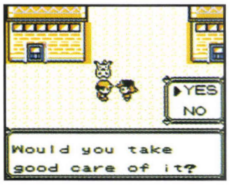
The Old Fishing Guru has taken a shine to you, and he'd like to give you his Old Rod as a gift. Use the Old Rod to fish for water-dwelling Pokémon. If you get a bite, you can either fight or try to capture the Pokémon you've hooked.

In the Red and Blue games only, this cabin near the docks is home to yet another Pokémon enthusiast. In exchange for a Spearow, he'll be willing to give you a Pokémon called Farfetch'd. Don't hesitate to make this great trade if you picked up the fairly common Spearow.



YELLOW Get Squirtle!

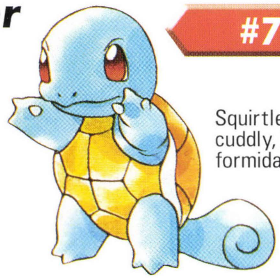
In the Yellow version, if you defeat Lt. Surge at the Vermilion City Gym, someone in the middle of the city will offer you a Squirtle, hoping that you will take good care of it.


▶YES
NO
Would you take good care of it?

A Pokémon Center

B Pokémon Mart

POKé BALL	200
SUPER POTION	700
ICE HEAL	250
AWAKENING	200
PARALYZE HEAL	200
REPEL	350

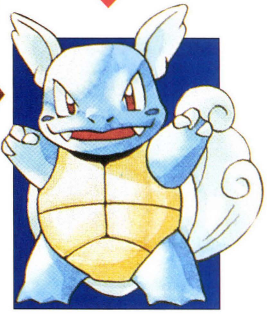


#7 SQUIRTLE

TYPE: WATER

Squirtle may start out cute and cuddly, but it will soon evolve into a formidable fighter.

Lev. 16

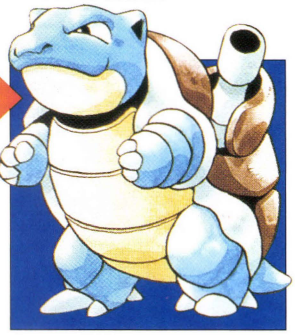


#8 WARTORTLE

TYPE: WATER

Wartortle is more confident in the water than Squirtle is. Its large rudder-like ears help it to maneuver.

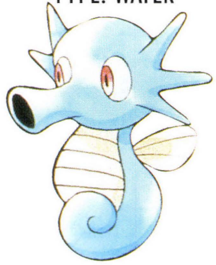
Lev. 36



#9 BLASTOISE

TYPE: WATER

Blastoise's tough shell conceals twin high-pressure water cannons that can pump out hundreds of gallons per minute.



#116 HORSEA

TYPE: WATER

The gentle Horsea is better at defense than at offense, but it still can't take much punishment.

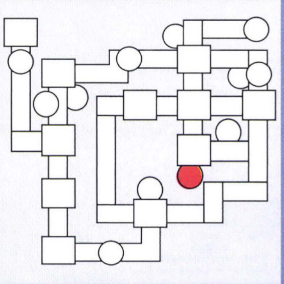
FISH FINDER	Y	R B
#72 TENTACOOL	•	
#90 SHELLDER		•
#98 KRABBY		•
#116 HORSEA	•	

C A Gift For Gab

If you listen to the Pokémon Fan Club president's stories, he'll give you a Bike Voucher in return. You don't have to do it now, but you can take the voucher to the Bike Shop in Cerulean City for a free bike!

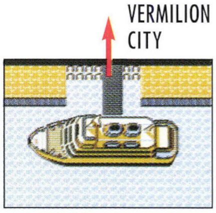
YELLOW received a BIKE VOUCHER!

D Vermilion Gym—See pg. 30



S.S. ANNE

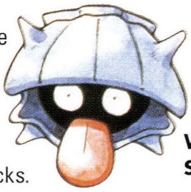
This ship caters to some of the world's most renowned Pokémon trainers. In fact, the S.S. Anne is on its annual Pokémon Cruise, where amateurs and professionals meet for a series of duels. Though not a trainer himself, the captain will give you Cut (HM 01), which will allow you to hack through the bush that blocks your path to the Vermilion City Gym.



FISH FINDER	Y	R B
#72 TENTACOOL	●	
#90 SHELLDER	●	●
#98 KRABBY		●
#120 STARYU	●	

#90 SHELLDER

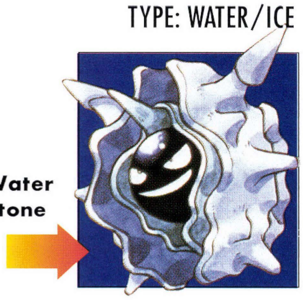
TYPE: WATER



The devil-may-care Shellder is not above taunting its foes during battle, sticking out its tongue and spitting in its opponent's eyes between attacks.

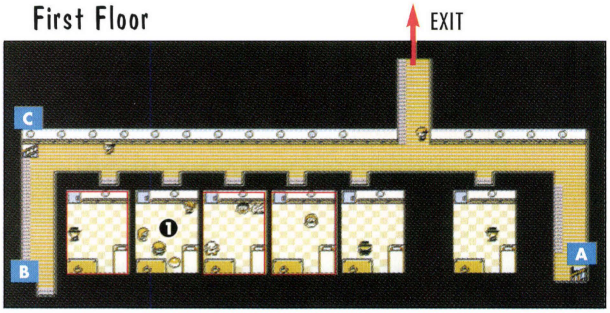
#91 CLOYSTER

TYPE: WATER/ICE

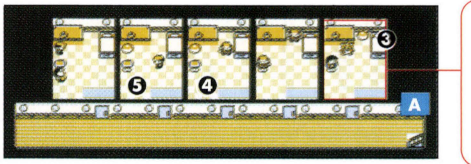


Cloyster treats combat more seriously than Shellder, using its Spike Cannon attack to hit its target up to five times in a row.

First Floor

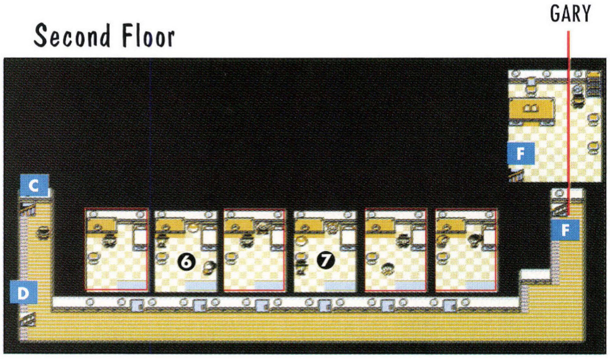


First Basement

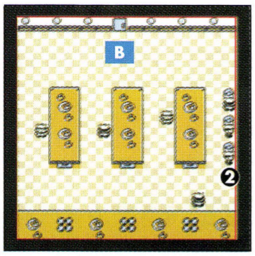


The ship cabin rooms, such as this one outlined here in red, do not contain Pokémon trainers. They may, however, contain items worth collecting or at least opinions worth hearing!

Second Floor

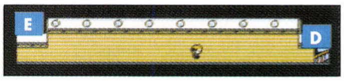


Kitchen

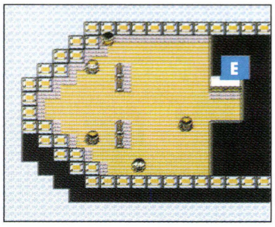


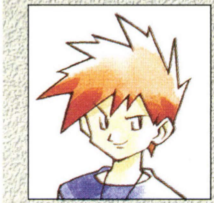
ITEMS
❶ TM 08
❷ GREAT BALL
❸ MAX POTION
❹ ETHER
❺ TM 44
❻ MAX ETHER
❼ RARE CANDY

Third Floor



Deck



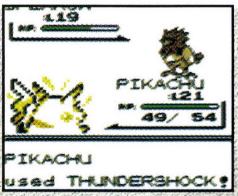


Gary Battle 3

	Y
LEV. 19	#21 SPEAROW
LEV. 16	#19 RATTATA
LEV. 18	#27 SANDSHREW
LEV. 20	#133 EEVEE

Gary blocks the way to the captain's cabin, and his Pokémon are stronger than ever. In the Yellow version, he has the same four Pokémon as before. That means that you should battle with Water-, Grass- and Bug-type attacks if you can. Soon after you defeat Gary and receive the HM 01 from the captain, the S.S. Anne will pull out of port.

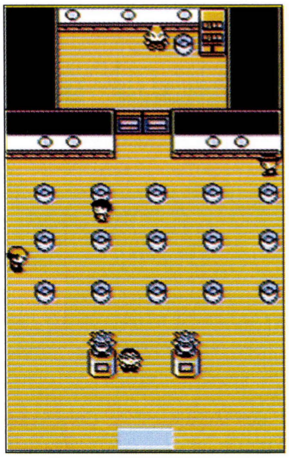
Imagine seeing you here!



PIKACHU used THUNDERSHOCK!

D Cut to the Quick

Use Cut to hack down a bush and reach the Vermilion City Gym entrance (see map on pg. 28). Once inside, you'll be confronted with a few trainers and a double-locked door. To reach Lt. Surge, you'll have to find two switches hidden in the cans on the floor. The switches are randomly located, but once you find one, the second will be right next to it. If you don't get it on your first try, the switches will move and you'll have to search again.



Vermilion City Gym Leader:

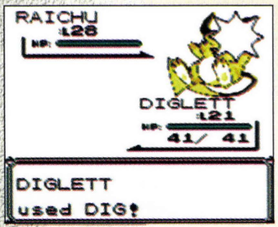
Lt. Surge

Y	R B
LEV. 28 #26 RAICHU	**LEV. 21 #100 VOLTORB**
	LEV. 18 #25 PIKACHU
	LEV. 24 #26 RAICHU

PRIZES

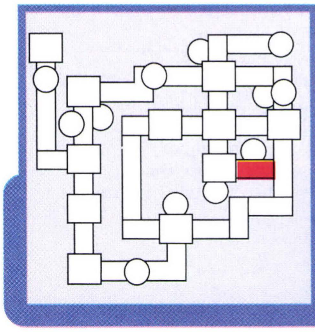
THUNDER BADGE/TM 24

If you defeat Lt. Surge, he'll give you TM 24 (the Thunderbolt technique) and the Thunder Badge, which increases the speed of your Pokémon a little and enables you to use Fly (once you have HM 02).



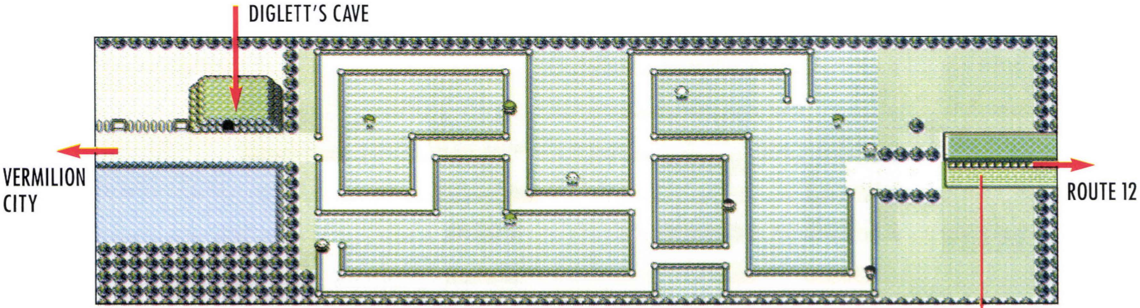
DIGLETT
used DIG!

If you want to give this G.I. a jolt, put a couple of Ground-type Pokémon on your front line—you'll bust Lt. Surge back down to private in no time! With any luck, you caught a Geodude or two back at Mt. Moon. If you didn't, make a detour down nearby Route 11 into Diglett's Cave. There you can capture some Diglett and Dugtrio to even out the odds with Lt. Surge. If you fightthe Gym Leader with Water-, Electric- or Flying-type attacks, you'll be at a terrible disadvantage.



ROUTE 11

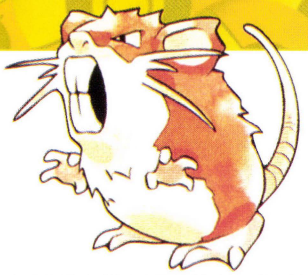
After you pull the plug on Lt. Surge, head for Lavender Town. The quickest way is to take Routes 11 and 12. Unfortunately, a Snorlax blocks Route 12, but you should go as far as the lookout station. There you'll meet up with one of Professor Oak's aides. After you've talked with him, turn around and head toward Diglett's Cave.



If you've collected 30 different Pokémon, Professor Oak's assistant on the second floor of the guardhouse will give you the device called the Item Finder. If you don't have 30 Pokémon, don't worry about missing this opportunity. This fellow will wait here until you return with the required number of captured creatures.

ROUTE 11	Y	R	B
#16 PIDGEY	MANY	NONE	NONE
#17 PIDGEOTTO	FEW	NONE	NONE
#19 RATTATA	MANY	NONE	NONE
#20 RATICATE	FEW	NONE	NONE
#21 SPEAROW	NONE	MANY	MANY
#23 EKANS	NONE	MANY	NONE
#27 SANDSHREW	NONE	NONE	MANY
#96 DROWZEE	FEW	FEW	FEW

FISH FINDER	Y	R B
#72 TENTACOOL	•	
#90 SHELLDER		•
#98 KRABBY		•
#116 HORSEA	•	



#20 RATICATE

TYPE: NORMAL

Raticate uses its long whiskers to help navigate and maintain balance. Losing them would slow it down considerably.

#96 DROWZEE

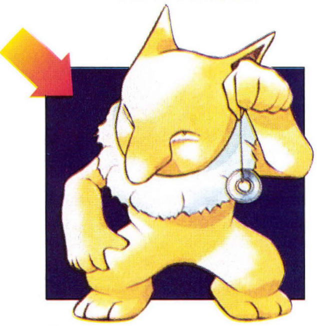
TYPE: PSYCHIC

As its name implies, Drowzee will use its Psychic abilities to make your Pokémon fall asleep during combat. Though Drowzee's Pound attack may not be the most powerful around, your Pokémon may not be in any shape to strike back!

#97 HYPNO

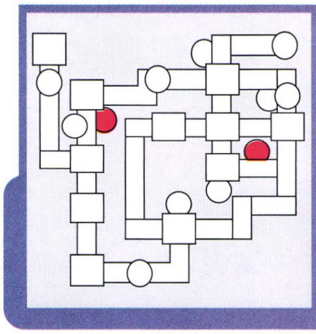
TYPE: PSYCHIC

Lev. 26

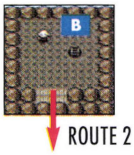


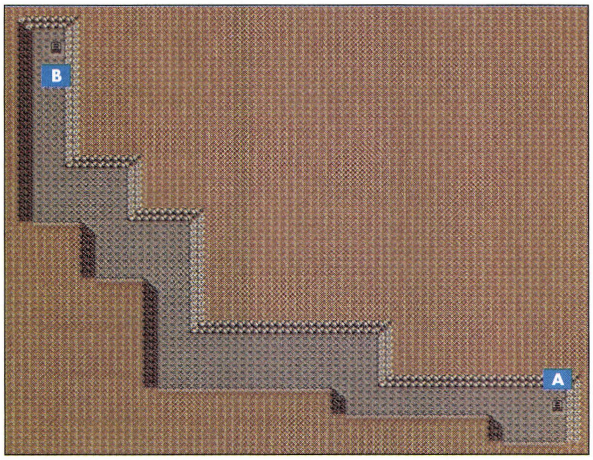
Hypno survives by putting its prey to sleep and consuming their dreams. It can get sick from absorbing bad dreams.

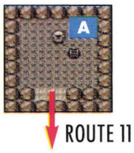
DIGLETT'S CAVE



With Route 11 blocked, you must take the roundabout route to Lavender Town. Diglett's Cave connects Route 11 with Route 2, emerging near Viridian Forest. Head north to Pewter City, then east to Cerulean City and Route 9. Now that you know how to Cut, be sure to visit the secret lab behind the Pewter City Museum.





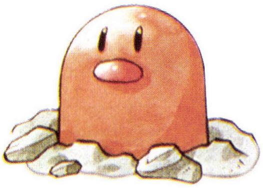


DIGLETT'S CAVE	Y	R	B
#50 DIGLETT	MANY	MANY	MANY
#51 DUGTRIO	FEW	FEW	FEW

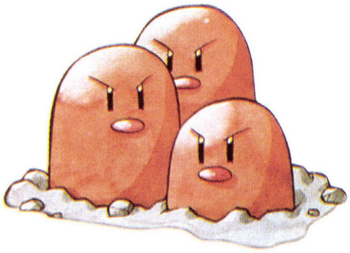
#50 DIGLETT

TYPE: GROUND

The challenge with Diglett is not finding one but capturing one before it faints or runs away. Keep a lower-level Pokémon with you on this trip.



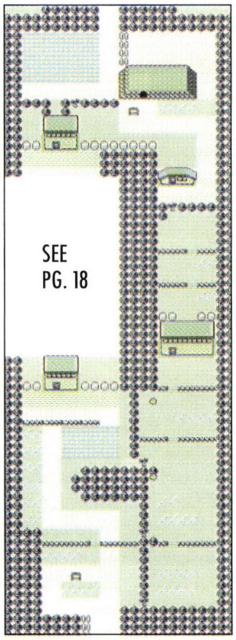
Lev. 26



#51 DUGTRIO

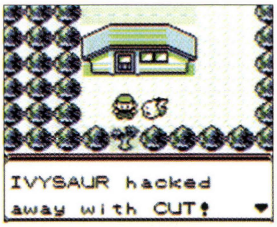
TYPE: GROUND

Dugtrio is actually a group of Diglett that have banded together. This bonding increases their strength by several times, allowing them to tunnel deeply enough to cause earthquakes.

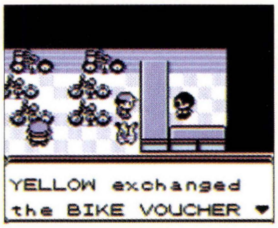


At the Other End of Diglett's Cave

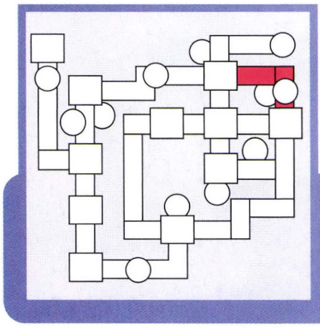
When you emerge from Diglett's Cave, you'll be back on Route 2 in an area you couldn't reach before. Check inside the first house you see to pick up HM 05, which contains the Flash ability. Armed with the ability to Cut (HM 01), you can reach more nearby areas by chopping down bushes. Then use Cut again in Pewter City to reach the Secret Lab, where you can collect an important specimen. Travel to Cerulean City to exchange your Bike Voucher for a Bike that will make traveling much quicker! This long side adventure will follow a familiar path going through Mt. Moon to Cerulean City, but this time you can leave Cerulean City using Cut to reach a new exit, Route 9.



IVYSAUR hacked away with CUT!

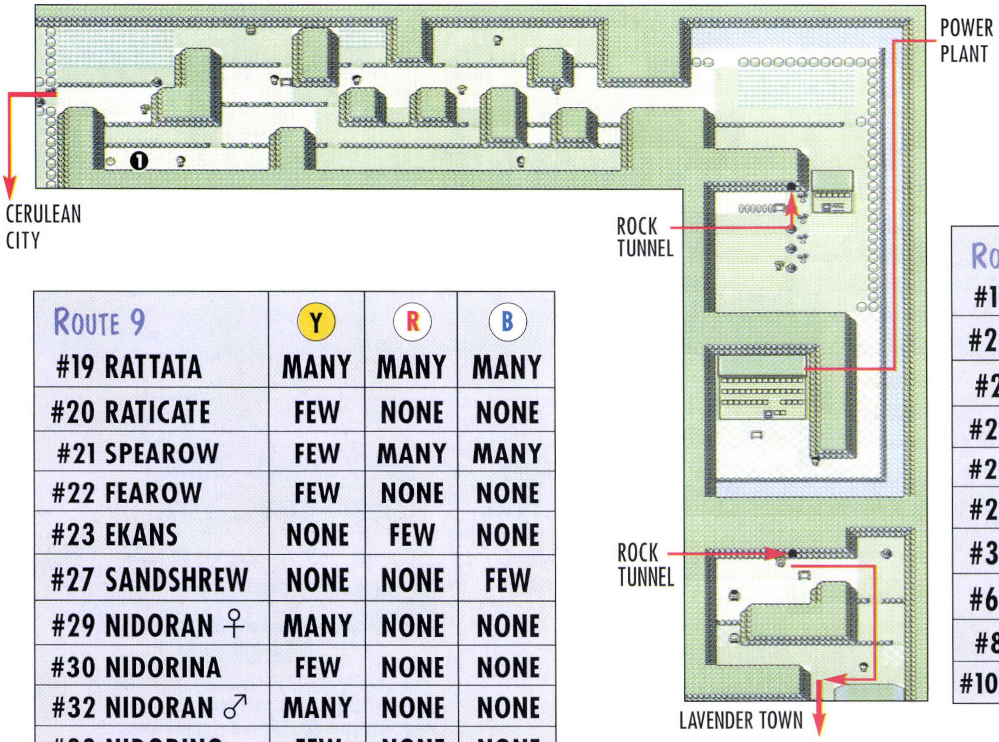


YELLOW exchanged the BIKE VOUCHER



ROUTES 9 & 10

Using the Cut ability, chop your way through to Route 9 from Cerulean City. Check into the Pokémon Center near the entrance to the Rock Tunnel, then plunge into the underground passage. It emerges on Route 10, a very short route to your next destination, Lavender Town. This might seem like a roundabout way to get there—but it's the only way.



The Power Plant is visible from Route 9, but you can't reach it just yet. Sometime later, you'll obtain a Hidden Machine that will enable you to use the Surf technique. You'll be able then to travel along the stream that flows past both Route 9 and the Power Plant. Until then, you'll just have to keep your curiosity in check.

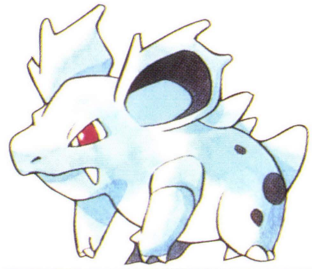
ROUTE 9	Y	R	B
#19 RATTATA	MANY	MANY	MANY
#20 RATICATE	FEW	NONE	NONE
#21 SPEAROW	FEW	MANY	MANY
#22 FEAROW	FEW	NONE	NONE
#23 EKANS	NONE	FEW	NONE
#27 SANDSHREW	NONE	NONE	FEW
#29 NIDORAN ♀	MANY	NONE	NONE
#30 NIDORINA	FEW	NONE	NONE
#32 NIDORAN ♂	MANY	NONE	NONE
#33 NIDORINO	FEW	NONE	NONE

ROUTE 10	Y	R	B
#19 RATTATA	MANY	NONE	NONE
#20 RATICATE	FEW	NONE	NONE
#21 SPEAROW	NONE	MANY	MANY
#23 EKANS	NONE	FEW	NONE
#27 SANDSHREW	NONE	NONE	FEW
#29 NIDORAN ♀	FEW	NONE	NONE
#32 NIDORAN ♂	FEW	NONE	NONE
#66 MACHOP	FEW	NONE	NONE
#81 MAGNEMITE	MANY	NONE	NONE
#100 VOLTORB	NONE	MANY	MANY

ITEMS

❶ TM 30

FISH FINDER	Y	R B
#60 POLIWAG		•
#79 SLOWPOKE		•
#98 KRABBY	•	
#99 KINGLER	•	
#116 HORSEA	•	

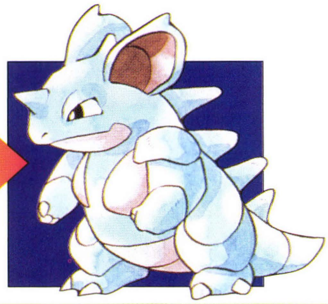


#30 NIDORINA

TYPE: POISON

Nidorina prefers to use its teeth and claws in battle, rather than its spikes.

Moon Stone



#31 NIDOQUEEN

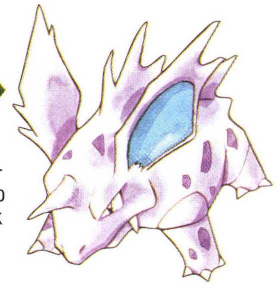
TYPE: POISON/GROUND

Nidoqueen's ponderous body is surprisingly agile, and its Tail Whip attack can seem to come from nowhere.

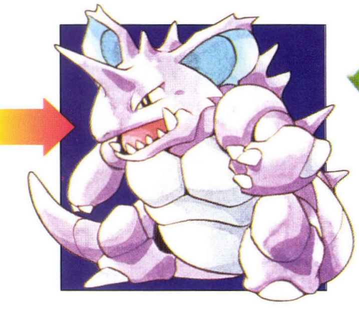
#33 NIDORINO

TYPE: POISON

Nidorino attacks at the slightest provocation. It will often use Focus Energy first to boost its power. Use that pause to attack before it does.



Moon Stone



#34 NIDOKING

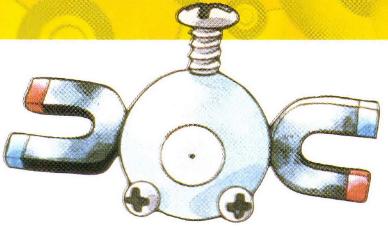
TYPE: POISON/GROUND

This creature is truly king of all it surveys. It uses its powerful tail to capture and crush its hapless prey.

#22 FEAROW

TYPE: NORMAL/FLYING

With its majestic wingspan, Fearow can glide for long periods of time. At higher experience levels, it can use its Mirror Move ability to duplicate an enemy's attack.



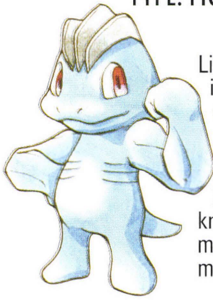
#81 MAGNEMITE

TYPE: ELECTRIC

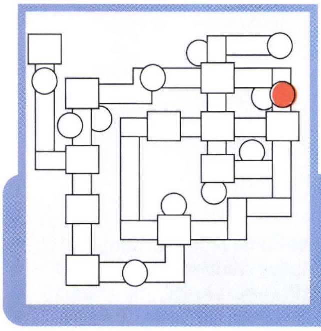
Magnemite uses its electrical powers to Paralyze and Confuse its opponent before shocking it into submission.

#66 MACHOP

TYPE: FIGHTING



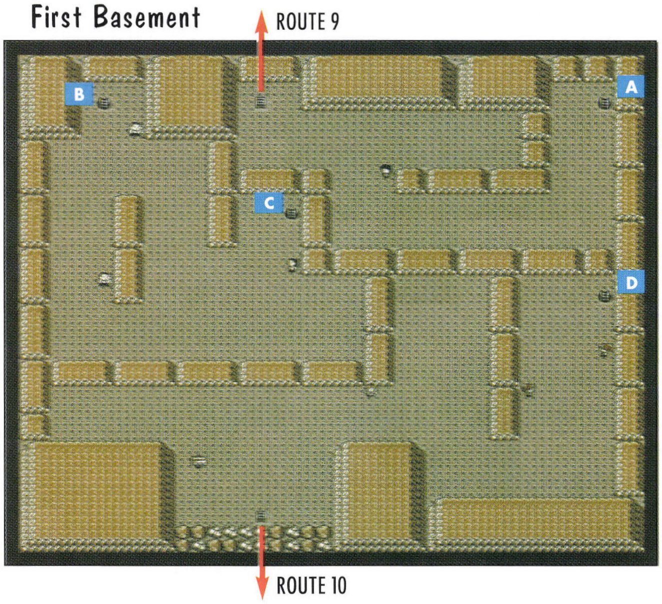
Like Mankey, Machop is very agile and can dodge even special attacks. Machop is also one of the more intelligent Pokémon, and it is known for being a master of various martial arts.



ROCK TUNNEL

Rock Tunnel is the only avenue between Routes 9 and 10. Unlike the caverns beneath Mt. Moon, Rock Tunnel is pitch black, and you must rely on the Flash technique (HM05) to light your way. Use the labeled maps to follow the ladders through the tunnel to the exit. The tunnel has two levels, but there really is only one main path.

First Basement



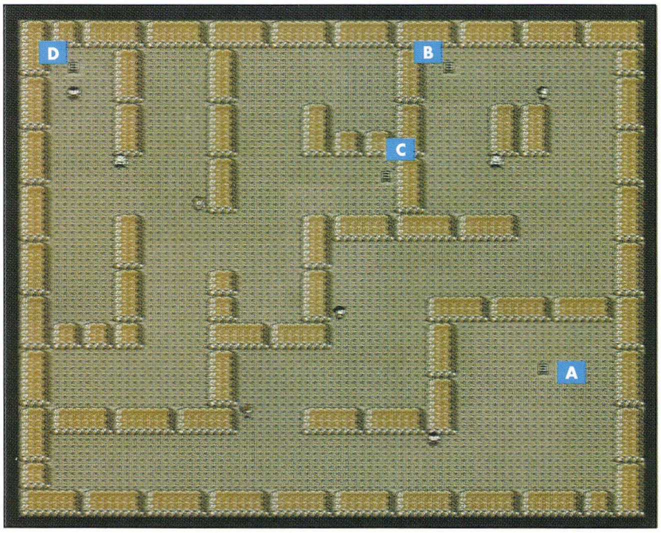
1st BASEMENT	Y	R	B
#41 ZUBAT	MANY	MANY	MANY
#66 MACHOP	FEW	MANY	MANY
#74 GEODUDE	MANY	FEW	FEW
#95 ONIX	NONE	FEW	FEW

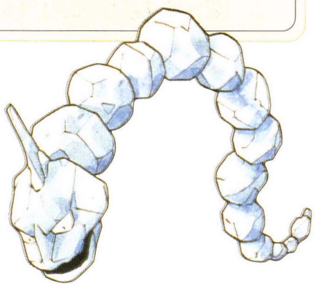
Into the Dark

HIKER wants to fight!

The wild Pokémon in Rock Tunnel seem to attack more often than their aboveground cousins, and if you're being attacked every few steps, it may take you a while to reach medical attention. If you want to avoid a lot of random combat, this would be a good time to try the Repel potion, which keeps minor Pokémon at bay. You'll have a much tougher time, however, avoiding the many trainers lurking in the shadows. If you want to avoid a duel, walk a path that's far away from the trainer or that's out of the trainer's line of sight.

Second Basement



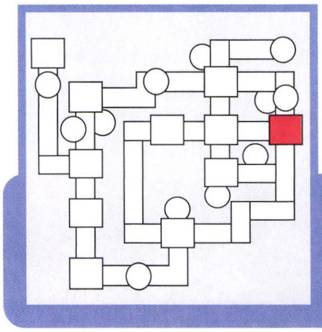


#95 ONIX

TYPE: ROCK/GROUND

Over time, Onix's faceted skin becomes as black as coal but as hard as diamond. It is certainly an imposing sight in battle!

2nd BASEMENT	Y	R	B
#41 ZUBAT	MANY	MANY	MANY
#66 MACHOP	MANY	MANY	MANY
#74 GEODUDE	MANY	FEW	FEW
#95 ONIX	FEW	FEW	FEW



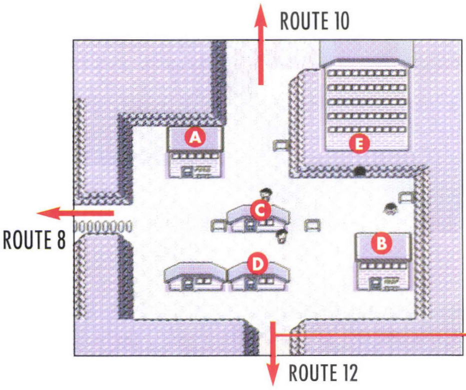
LAVENDER TOWN

Lavender Town is renowned as the last resting place for many dear, departed Pokémon. Every day, devoted trainers attend memorial services in Pokémon Tower, but lately, the tower has gained a reputation for being haunted by malevolent spirits! You'd better conquer your fear of ghosts if you want to get to the bottom of this ominous mystery.

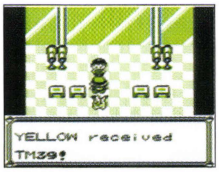
Ⓐ Pokémon Center

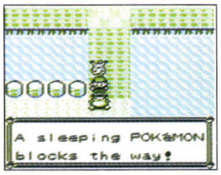
Ⓑ Pokémon Mart

GREAT BALL	600
SUPER POTION	700
REVIVE	1,500
ESCAPE ROPE	550
SUPER REPEL	500
ANTIDOTE	100
BURN HEAL	250
ICE HEAL	250
PARALYZE HEAL	200



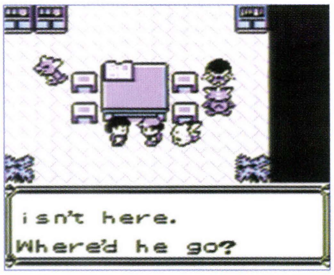
It's possible to head down Route 12 to the south, but eventually a sleeping Snorlax will block your way. Since you don't have anything to make it budge, you'll have to head back, but be sure to wander upstairs in the lookout station so you can pick up a TM 39 free of charge!


YELLOW received TM39!


A sleeping POKéMON blocks the way!

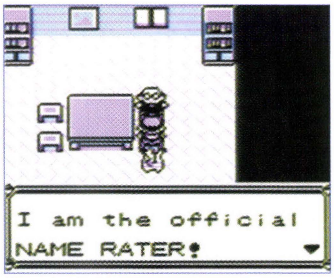
Ⓒ Fuji Is Missing

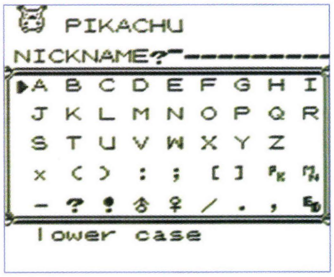
Kindly Mr. Fuji is the head of the Volunteer Pokémon Center in Lavender Town, but the elderly gentleman has gone missing. It may be that his sudden disappearance has something to do with the strange disturbances in Pokémon Tower, but there's no telling yet what the connection is. It's best just to push on, but keep your eyes open for clues.


isn't here.
Where'd he go?

Ⓓ The Name Game

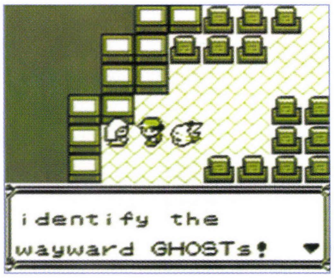
If you'd like the nicknames for your Pokémon rated, or if you'd like to change their nicknames, then visit this fellow in his registry office. Rating nicknames seems to us a very odd occupation, but if there's a market for it, who are we to argue? There's no charge for this service, so it's obviously a labor of love.

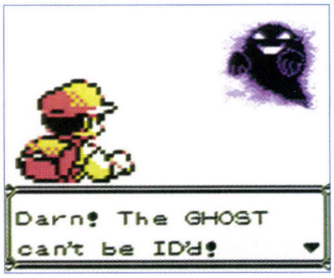

I am the official NAME RATER!

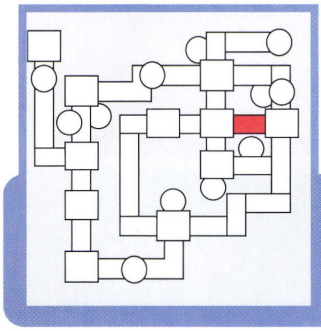

PIKACHU
NICKNAME?
▶A B C D E F G H I
J K L M N O P Q R
S T U V W X Y Z
× ( ) : ; [ ] ᴾₖ ᴹₙ
- ? ! ♂ ♀ / . ,
lower case

Ⓔ Pokémon Tower—See pg. 39

We're no Mulder or Scully, but it seems to us that something sinister is going on in Pokémon Tower, and it's not just swamp gas. To find out what this eeriness is all about, you must first identify the ghosts that are roaming the halls. The only device that can do that is called a Silph Scope. Rumor has it you can obtain a Silph Scope in Celadon City, so it's time to hit the road again.


identify the wayward GHOSTs!

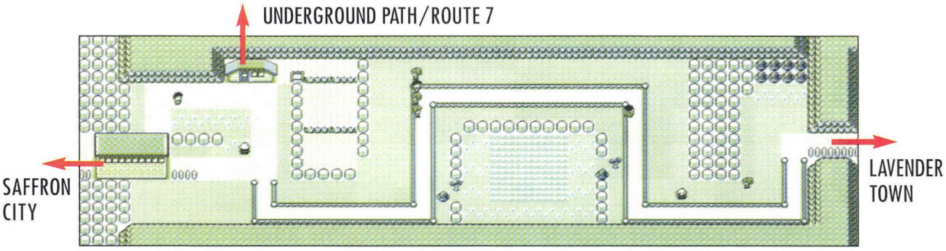

Darn! The GHOST can't be ID'd!



ROUTE 8

Celadon City lies to the west, past Saffron City. Once again, the road through Saffron City is blocked, but after fighting your way through a number of would-be Pokémon masters, you'll be able to use another underground path to bypass the guardhouse and reach the road beyond. Why is Saffron City locked up so tight? That's yet another mystery for another day.

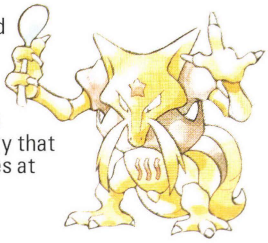
ROUTE 8	Y	R	B
#16 PIDGEY	MANY	MANY	MANY
#17 PIDGEOTTO	FEW	NONE	NONE
#19 RATTATA	MANY	NONE	NONE
#23 EKANS	NONE	MANY	NONE
#27 SANDSHREW	NONE	NONE	MANY
#37 VULPIX	NONE	NONE	FEW
#39 JIGGLYPUFF	FEW	NONE	NONE
#52 MEOWTH	NONE	NONE	MANY
#56 MANKEY	NONE	MANY	NONE
#58 GROWLITHE	NONE	FEW	NONE
#63 ABRA	FEW	NONE	NONE
#64 KADABRA	FEW	NONE	NONE



#64 KADABRA

TYPE: PSYCHIC

Kadabra relies on a strong mind rather than a powerful body to win. It can send out waves of mental energy that cause headaches at close range.

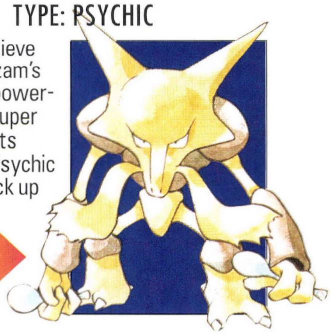


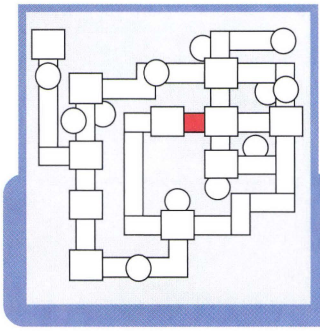
#65 ALAKAZAM

TYPE: PSYCHIC

Experts believe that Alakazam's brain is as powerful as any super computer. Its incredible Psychic abilities back up that belief.

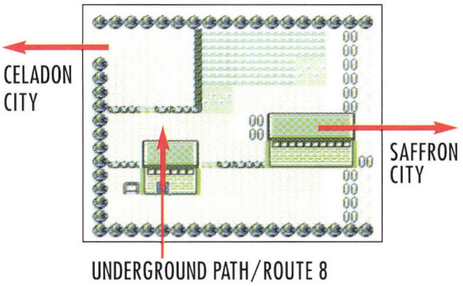
Trade



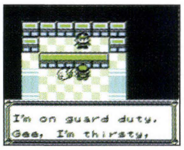


ROUTE 7

The Underground path takes you to Route 7, which leads straight into Celadon City. This booming metropolis has everything a Pokémon collector might need, from a Department Store to a Game Corner for entertainment. If you've got time to spare and want to build up your team, there's a wealth of Pokémon hiding in the tall grass just outside the city.

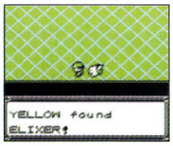


Every road leading into Saffron City is blocked, and no one seems to know why. Are the guards posted at the gates to keep people in or out? What's being hidden? In any case, all the guards are quite thirsty. Perhaps there's something in Celadon City that could help in this situation.



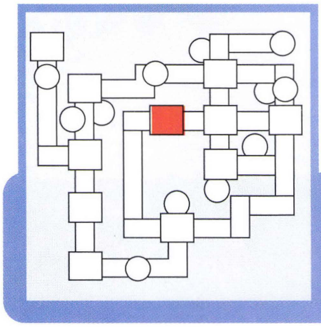
I'm on guard duty. Gee, I'm thirsty.

You never know what people may have misplaced in the dim lighting of the underground path. Your Item Finder will tell you if something's nearby, so take the time to explore a bit—there's an excellent chance you may find something valuable.



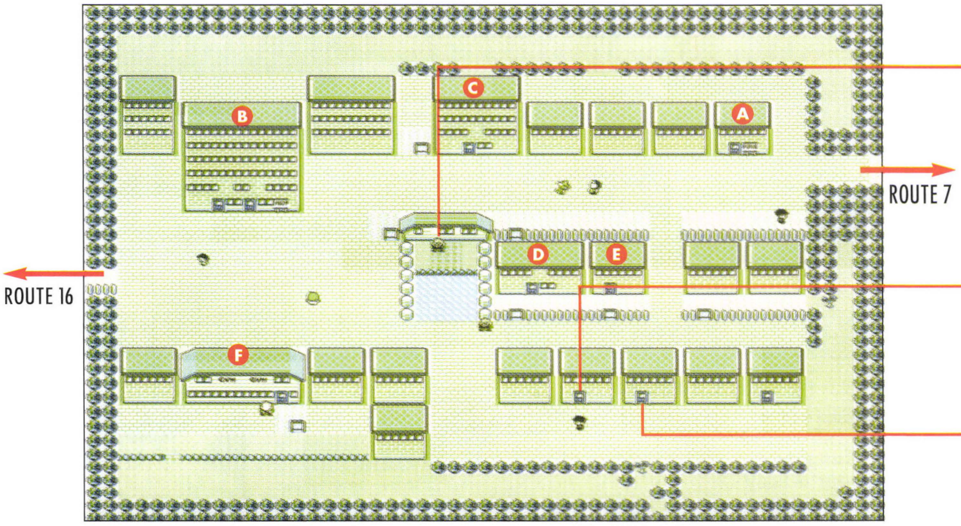
YELLOW found ELIXER!

ROUTE 7	Y	R	B
#16 PIDGEY	MANY	MANY	MANY
#17 PIDGEOTTO	FEW	NONE	NONE
#19 RATTATA	MANY	NONE	NONE
#37 VULPIX	NONE	NONE	FEW
#39 JIGGLYPUFF	FEW	NONE	NONE
#43 ODDISH	NONE	MANY	NONE
#52 MEOWTH	NONE	NONE	MANY
#69 BELLSPROUT	NONE	NONE	MANY
#56 MANKEY	NONE	MANY	NONE
#58 GROWLITHE	NONE	FEW	NONE
#63 ABRA	FEW	NONE	NONE



CELADON CITY

Your local Pokémon Mart is great for quick shopping trips, but if you want to talk about selection, nothing beats the Celadon Department Store. With five floors of everything a shopper could conceivably desire, it's a must-see for Pokémon Trainers. Fight the crowds to stock up on supplies and perhaps even solve a few of your ongoing problems.



Once you gain the Surf ability, you'll be able to float across this little pond on a Pokémon's back and receive TM 41 from this private resident. Not a bad reward for a short swim!

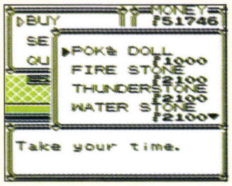
Team Rocket is up to something in Celadon City, and it's your job to find out what. If you can't put your finger on it at first, do what all those old-time movie detectives did: Grab a bite at the local diner and see what turns up. Someone might point you in the right direction.

Next door to the diner is a warehouse operation that's shipping over 2,000 Pokémon a month, with most of them being used as prizes at the Game Corner slot arcade. Big numbers mean big money, and that has Team Rocket written all over it. Maybe it's time to mosey over to the Game Corner.

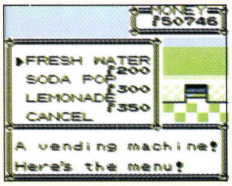
FISH FINDER	Y	R B
#60 POLIWAG		●
#79 SLOWPOKE		●
#118 GOLDEEN	●	

THIRST QUENCHER

Visit the café on the top floor of the Celadon Department Store to find a vending machine and a thirsty little girl. If you give her water, soda pop and lemonade, she'll reward you with TM 13, TM 48 and TM 49. These drinks are as refreshing to Pokémon as they are to humans and, like Potions, can be used to replenish some of a Pokémon's HP. Before you leave the café, buy one extra bottle of water to take to the parched guard at the nearest Saffron City gate.



Take your time.



A vending machine!
Here's the menu!

Ⓐ Pokémon Center

Ⓑ The Famous Celadon Department Store

The Celadon Department Store is the place for one-stop shopping. Be sure to buy a Poké Doll and at least one of the evolution-inducing stones on the fourth floor. Talk to every clerk behind every counter to see their entire selection. You may even receive a free sample!

Second Floor

GREAT BALL	600	TM 32	1,000
SUPER POTION	700	TM 33	1,000
REVIVE	1,500	TM 02	2,000
SUPER REPEL	500	TM 07	2,000
ANTIDOTE	100	TM 37	2,000
BURN HEAL	250	TM 01	3,000
ICE HEAL	250	TM 05	3,000
AWAKENING	200	TM 09	3,000
PARALYZE HEAL	200	TM 17	3,000

Fourth Floor

POKé DOLL	1,000
FIRE STONE	2,100
THUNDER STONE	2,100
WATER STONE	2,100
LEAF STONE	2,100

Fifth Floor

X ACCURACY	950	IRON	9,800
GUARD SPEC.	700	CARBOS	9,800
DIRE HIT	650	CALCIUM	9,800
X ATTACK	500		
X DEFEND	550		
X SPEED	350		
X SPECIAL	350		
HP UP	9,800		
PROTEIN	9,800		

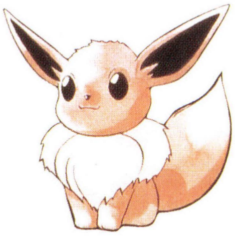
C Celadon Mansion

There's nothing in the Celadon Mansion that relates directly to the mystery at hand, but you can use the PC on the second floor to log on to the computer storage systems you've been using. You can also walk around to the back of the mansion to find a secret door. Go upstairs to find the amazing Pokémon known as Eevee.

#133 EEVEE

TYPE: NORMAL

Eevee can't evolve on its own, but there are three special stones that can trigger a change. Each stone has a different effect.



D The Big Payoff

As they say in the movies, everything seems "legit" in the Game Corner, at least at first glance. People are having fun at the slot machines and no one is making trouble, but the tough guy near the back of the room does look suspicious.

E Exchange Corner

Y	
#63 ABRA	230
#37 VULPIX	1,000
#40 WIGGLYTUFF	2,680
#123 SCYTHER	6,500
#127 PINSIR	6,500
#137 PORYGON	9,999
TM 23	3,300
TM 15	5,500
TM 50	7,700

R	
#63 ABRA	180
#35 CLEFAIRY	500
#30 NIDORINA	1,200
#147 DRATINI	2,800
#123 SCYTHER	5,500
#137 PORYGON	9,999
TM 23	3,300
TM 15	5,500
TM 50	7,700

B	
#63 ABRA	120
#35 CLEFAIRY	750
#30 NIDORINO	1,200
#127 PINSIR	2,500
#147 DRATINI	4,600
#137 PORYGON	6,500
TM 23	3,300
TM 15	5,500
TM 50	7,700

F On the Back Burner

For once, the real action in town is somewhere other than the gym. You could either go after Erika immediately or wait until after you investigate the Game Corner.

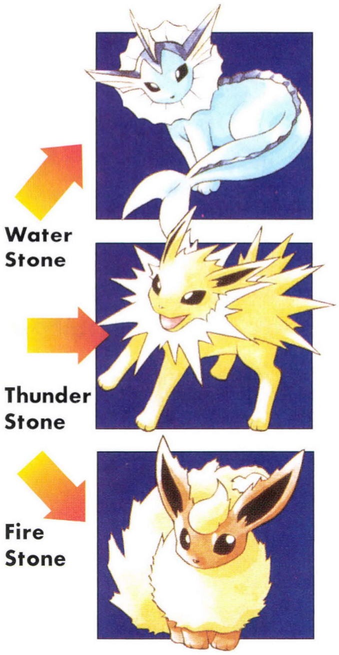
Celadon City Gym Leader:

Erika

Y	RB
LEV. 30 #114 TANGELA	LEV. 29 #71 VICTREEBEL
LEV. 32 #70 WEEPINBELL	LEV. 24 #114 TANGELA
LEV. 32 #44 GLOOM	LEV. 29 #45 VILEPLUME
PRIZES	RAINBOW BADGE/TM 24

If you can manage to defeat Erika's team, you'll receive a TM 21 and the precious Rainbow Badge, which will make all of your Pokémon up to level 50 instantly obey your every command.

No matter which version you're playing, Erika's assembled a nasty team of three high-level Grass-type Pokémon to contend with. Use the map on the right to plot the most direct route to Erika—she's the only one with black hair. On the way you can't avoid some of the lesser trainers, so make sure that you've got plenty of Potions and Antidotes on hand to keep your Fire- or Flying-types healthy. Either of these Pokémon types should cut up Erika's team like weeds.



#134 VAPOREON

TYPE: WATER

The Water Stone changes Eevee into Vaporeon, a Water-type Pokémon. The Leaf Stone and Moon Stone don't affect Eevee.

#135 JOLTEON

TYPE: ELECTRIC

The Thunder Stone transforms Eevee into the hair-raising Pokémon called Jolteon. Another Electric-type Pokémon would come in handy.

#136 FLAREON

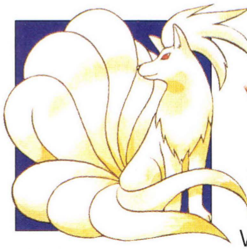
TYPE: FIRE

Use the Fire Stone to change Eevee into Flareon. This Pokémon's Fire-type powers are a force to be reckoned with.

#37 VULPIX

TYPE: FIRE

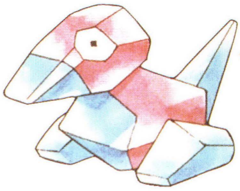
Vulpix is tough to find in the Blue version of the game, and it can't be found at all in the Red version.



#38 NINETALES

TYPE: FIRE

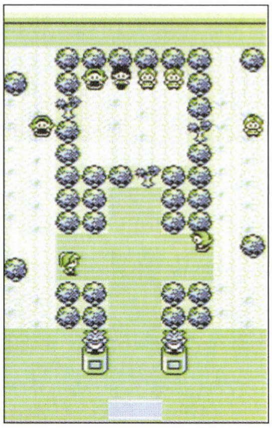
As with many Pokémon, Ninetales can't be found in the wild at all. To obtain one, you must nurture a Vulpix until it evolves.

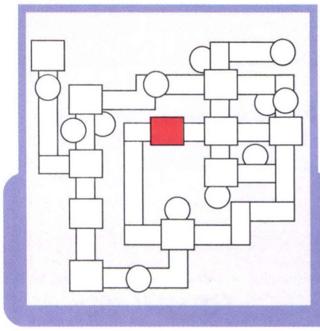


#137 PORYGON

TYPE: NORMAL

Porygon's crystalline body is unusual, even as Pokémon go. Some collectors like Porygon as a showpiece and not as a fighting specimen.

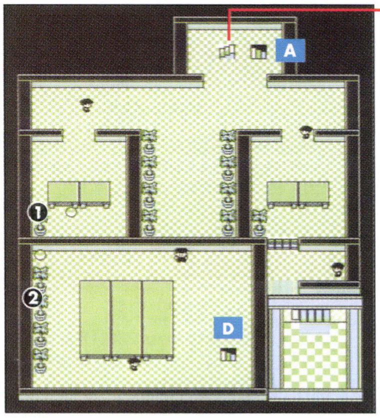




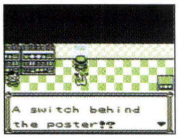
GAME CORNER

Your sleuthing has landed you in the middle of a huge Team Rocket operation headed by a sinister figure known as Giovanni. The man in the slick suit at the rear of the Game Corner is actually guarding the entrance to a secret, underground lair. Giovanni has a prototype Silph Scope that can identify the ghosts back at Pokémon Tower. Don't let him escape!

First Basement

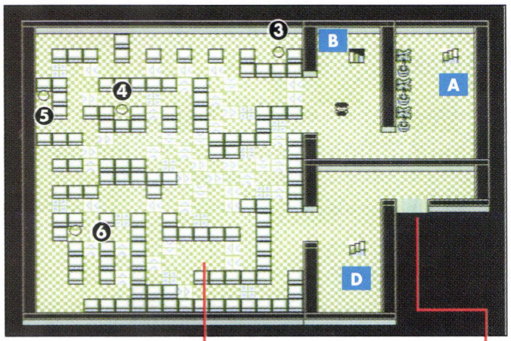


Take a closer look at the décor in the Game Corner, and you'll spot a poster on the far wall. Check it out to find the switch that opens the way into the hideout below.



A switch behind the poster!?

Second Basement



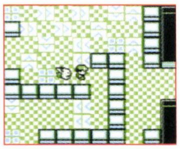
ITEMS

- ① ESCAPE ROPE
- ② HYPER POTION
- ③ NUGGET
- ④ TM 07
- ⑤ MOON STONE
- ⑥ SUPER POTION
- ⑦ RARE CANDY
- ⑧ TM 10
- ⑨ LIFT KEY
- ⑩ TM 02
- ⑪ HP UP
- ⑫ IRON
- ⑬ SILPH SCOPE

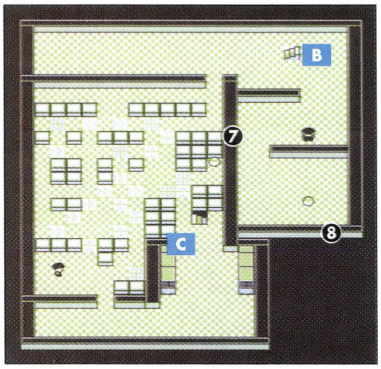
Sections of the basement are covered in special tiles that move you automatically from one place to another. You can't control this movement, but arrows on the tiles show you which direction they'll take you, while "checkerboard tiles" stop you in your tracks. It's not tough to get around, but if you do make a wrong turn, you'll usually end up back at a common crossroads. If that happens, just pick a different path and try again.

◁◁ **MOVE**

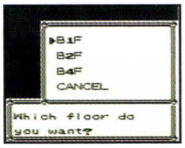
▦ **STOP**



Third Basement



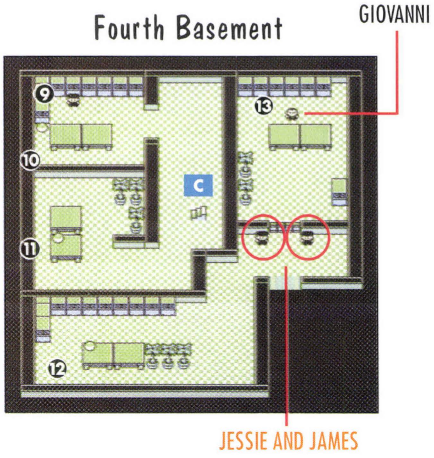
The key to reaching Giovanni's office is literally that—a key. The Lift Key that operates the elevator is on the fourth floor down. From the entrance, follow stairways A and B to the third sub-basement. Make your way through the maze to stairway C. Grab the key from the upper-left corner, then go back upstairs to the first basement. Take the elevator down to the fourth basement and Giovanni's office. There are valuable items and Team Rocket members everywhere, and it's wise to take the time to deal with all of them before you leave.



▶B1F
B2F
B4F
CANCEL

Which floor do you want?

Fourth Basement



Jessie and James Battle 2

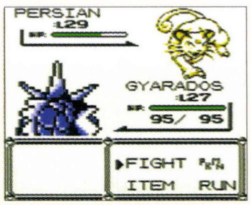
Y

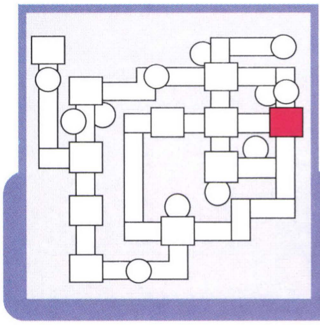
LEV. 25 #109 KOFFING
LEV. 25 #52 MEOWTH
LEV. 25 #23 EKANS

Team Rocket must have gotten word that you were coming. Jesse and James aren't going to just let you waltz in to the office and confront Giovanni. They'll have their traditional team ready, but the Koffing, Ekans and Meowth won't be very strong at this point. If you have a Psychic-type Pokémon, the battle should be a piece of cake.

Vs. Giovanni

Giovanni has an Onix and a Rhyhorn in all three versions of the game, but in Red and Blue he will also come at you with a Kangaskhan. In the Yellow game, his third Pokémon will be a Persian, but no matter which Pak you're playing his Pokémon will all be between levels 25 and 27. Strong Water-, Grass- or Fire-type Pokémon should be all you'll need to K.O. his team and grab the Silph Scope.

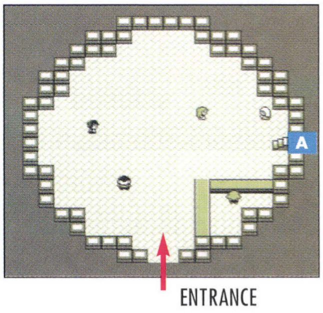




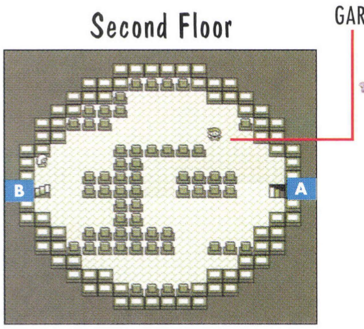
Pokémon Tower

The situation in Pokémon Tower is grave indeed, but with the Silph Scope, you should be able to dig up whatever is causing all the trouble. You don't have to do anything special with the scope, but just make sure you have it with you when you enter the tower. The Silph Scope automatically identifies ghosts and makes it possible to engage them in combat.

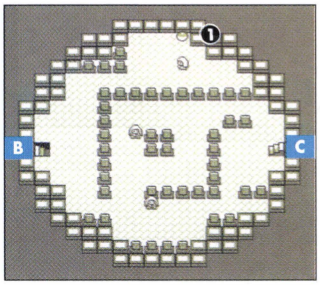
First Floor



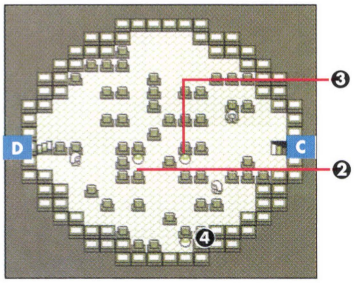
Second Floor



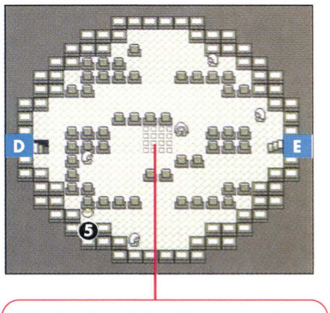
Third Floor



Fourth Floor

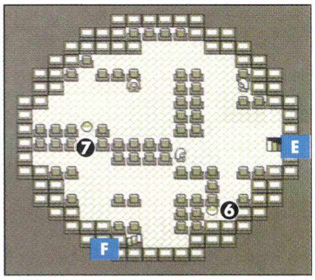


Fifth Floor

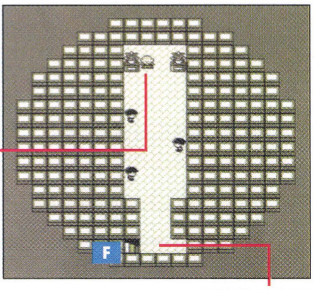


The leader of the Channelers has broken free of the dark power that held her and created a reusable healing zone on the fifth floor. Enter this area to restore your Pokémon to full health.

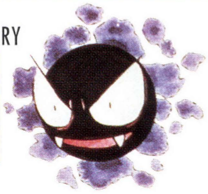
Sixth Floor



Seventh Floor



The Silph Scope allows you to identify and battle the ghost blocking the way to the seventh floor, and if you can battle through the crowd of Team Rocket members you'll finally meet with old man Fuji. The Poké Flute he'll give you will wake any Pokémon.

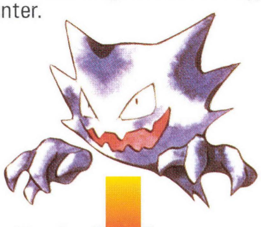


#92 GASTLY

TYPE: GHOST/POISON

Most types of Pokémon have a natural advantage over at least one or two other types, but no Pokémon has a natural advantage over Ghost-types like Gastly and Haunter.

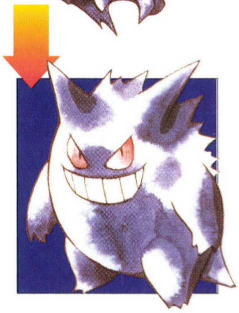
#93 HAUNTER



TYPE: GHOST/POISON

Haunter's Dream Eater attack does double duty, putting an opponent to sleep while simultaneously draining its energy.

Trade



#94 GENGAR

TYPE: GHOST/POISON

Both Gastly and Haunter can be found and captured in the wild, but Gengar can be obtained only by training a Haunter.

Pokémon Tower	Y	R	B
#92 GASTLY	MANY	MANY	MANY
#93 HAUNTER	FEW	FEW	FEW
#104 CUBONE	FEW	FEW	FEW

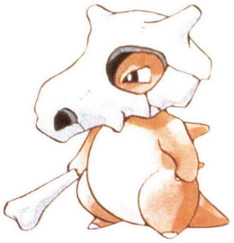
ITEMS

- ❶ ESCAPE ROPE
- ❷ AWAKENING
- ❸ ELIXIR
- ❹ HP UP
- ❺ NUGGET
- ❻ X ACCURACY
- ❼ RARE CANDY

Scoping Out Danger

Without the Silph Scope, you can't identify the ghosts lurking in Pokémon Tower, and therefore you can't fight them. With the scope in hand, you can fight and try to capture these astral aggressors. Many special attacks don't affect Ghost-type Pokémon at all, so use caution in battle. You'll have better luck catching a Gastly or a Haunter if you use Great Balls instead of regular Poké Balls.

Wild MAROWAK appeared!



#104 CUBONE

TYPE: GROUND

Cubone uses the bones of other Pokémon to fashion crude weapons and armor. It uses both clubs and boomerangs with devastating efficiency.

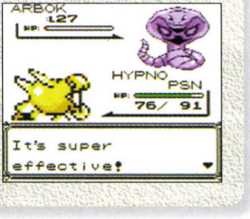
Jessie and James Battle 3

Y

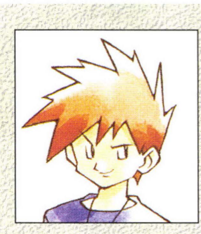
LEV. 27	#52 MEOWTH
LEV. 27	#24 ARBOK
LEV. 27	#110 WEEZING

Didn't you just pummel these guys at the Game Corner? No sooner have you defeated the ghost guarding the seventh floor in the Yellow version than Jesse and James show up again, trying to keep you from talking to Mr. Fuji. Their Ekans and Koffing have evolved into Arbok and Weezing, but you should still win the battle easily if you have a Psychic Pokémon. They'll run away, but don't think for a second that you've seen the last of these two troublemakers!

Grampa here wanted to complain, so



It's super effective!



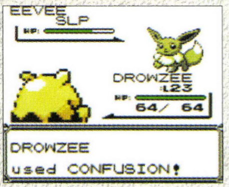
Gary Battle 4

Y

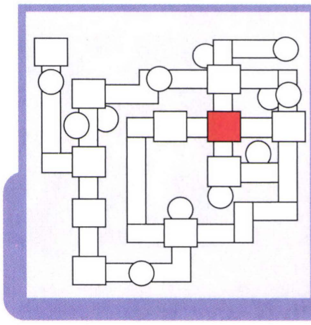
LEV. 25	#22 FEAROW
LEV. 23	#90 SHELLDER
LEV. 22	#37 VULPIX
LEV. 20	#27 SANDSHREW
LEV. 25	#133 EEVEE

When Gary gets in your way on the second floor, he'll pick a fight as usual. If you're playing the Red or Blue cartridge, he'll have a level-25 Pidgeotto, a level-23 Gyarados, a level-22 Growlithe, a level-20 Kadabra and the Pokémon he chose at the beginning of the game. In the Yellow game, he'll be a little more formidable. Besides his Fearow, Shellder, Vulpix and Sandshrew, your rival will also use his Eevee, which may by then have evolved into a Flareon, Vaporeon or Jolteon.

YELLOW! What brings you here?



DROWZEE used CONFUSION!

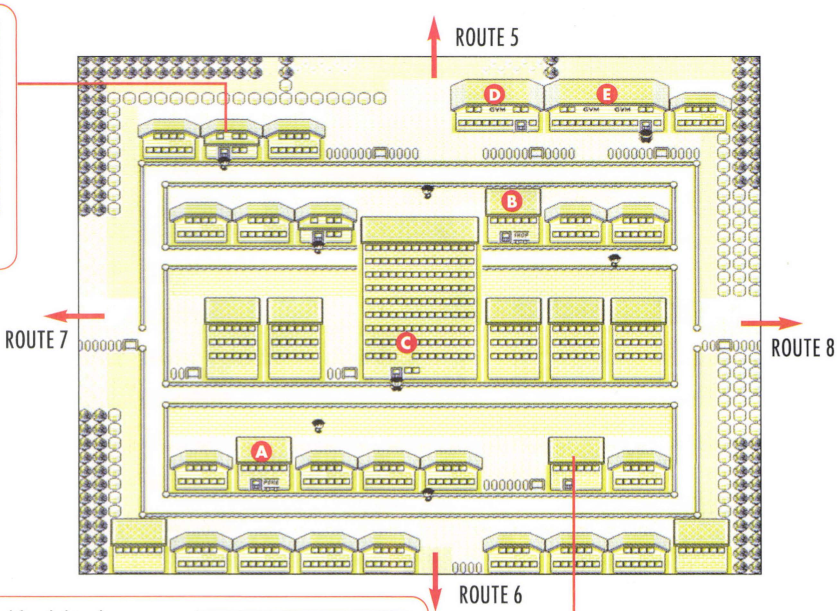


SAFFRON CITY

Saffron City is home to the Silph Company, the makers of the fabulous Silph Scope. So how did Giovanni get his paws on the Silph Scope prototype? Is the company in cahoots with Team Rocket? The only way to find out will be to use a little industrial espionage, so get your team built up strong and prepare to go on a stealth mission!

The little girl who lives here loves to mimic other people. She repeats everything you say, and you won't be able to have a normal conversation with her at all unless you bring her a Poké Doll. If you don't have one, head back to the Celadon Department Store to buy one. Give it to Copycat to receive a TM 31 in return. Maybe now she'll feel less shy and be able to relate to people normally!

YELLOW received TM31!



A Pokémon Center

B Pokémon Mart

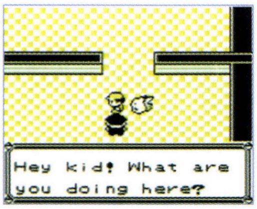
GREAT BALL	600
HYPER POTION	1,500
MAX REPEL	700
ESCAPE ROPE	550
FULL HEAL	600
REVIVE	1,500

The so-called Mr. Psychic claims he can read the mind of anyone who walks through his door. He says that if you visit him, he'll give you whatever TM you're thinking about as a present. Go ahead--try it. You weren't thinking about a TM 29? Oh well, maybe that's why he was booted out of the Psychic Friends Network.

YELLOW received TM29!

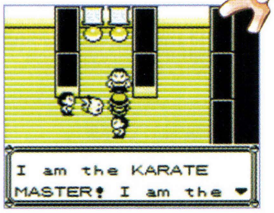
C Mission: Improbable—See pg. 42

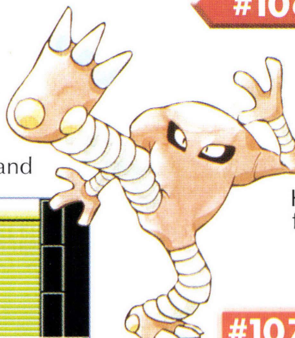
If Silph Co. is providing Team Rocket with advanced technology, that could spell trouble for the entire world. Luckily for you, the security guard at the company headquarters isn't very concerned about trespassers. In fact, he seems to want you to go inside. He could be leading you into a trap, or he may actually be hoping you'll help whoever is inside. There's only one way to find out!


Hey kid! What are you doing here?

D Martial Law

Saffron City has not one, but two gyms. One is the usual Pokémon Gym you find in most cities, while the other is a special gym that caters only to Fighting-type Pokémon and their trainers. The leader of this gym is a trainer known as the Karate Master. Defeat him and the other trainers to receive a Pokémon as a token of their esteem. You'll have a choice between a Hitmonlee and a Hitmonchan. As the ancient proverb says, "Choose wisely, grasshopper!"

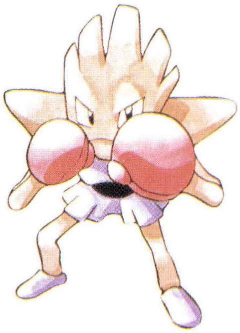

I am the KARATE MASTER! I am the ▼



#106 HITMONLEE

TYPE: FIGHTING

Hitmonlee will first use its Meditate ability to boost its attack power. It then will follow up with one of any number of kicking attacks. Hitmonlee relies solely on its feet in combat.



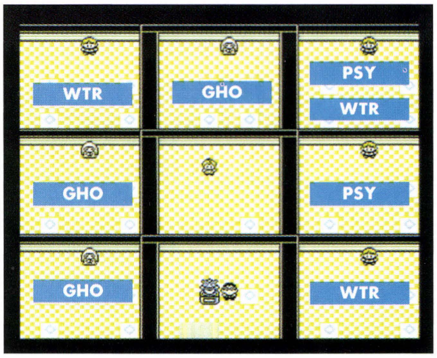
#107 HITMONCHAN

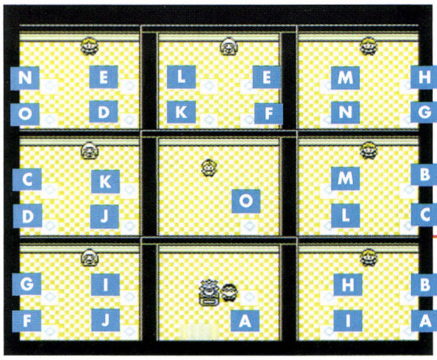
TYPE: FIGHTING

Hitmonchan, on the other hand, uses only its fists for fighting. Hitmonchan can move so quickly, its hands appear to be mere blurs in the air.

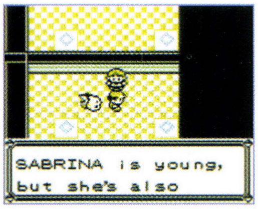
E Warp Maze

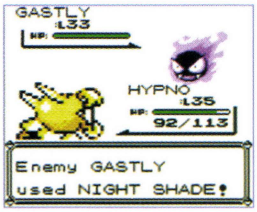
The Saffron City Gym is made up of a series of small rooms connected not by doors and hallways, but by warp tiles. Step on the tile in the gym's entrance to warp to the first room. You'll see four warp tiles arranged in a square. Step on the tile that's above or below you to warp to the next room. In each new room, step on the tile that's above or below you, and not the one to the left or the right. You'll eventually reach the gym's lead trainer, Sabrina.



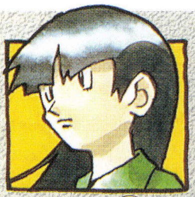


The top chart shows the type of Pokémon your challengers will use in each room, while the bottom one shows the routes of the warp tiles. Make sure you've got an appropriate Pokémon in the front line when you arrive in each room. The quickest way to Sabrina is by following A-B-M-N-O.


SABRINA is young, but she's also



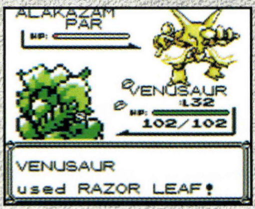
Enemy GASTLY used NIGHT SHADE!



Saffron City Gym Leader: SABRINA

Y	R B
LEV. 50 #63 ABRA	LEV. 38 #64 KADABRA
LEV. 50 #64 KADABRA	LEV. 37 #122 MR. MIME
LEV. 50 #65 ALAKAZAM	LEV. 38 #49 VENOMOTH
	LEV. 43 #65 ALAKAZAM

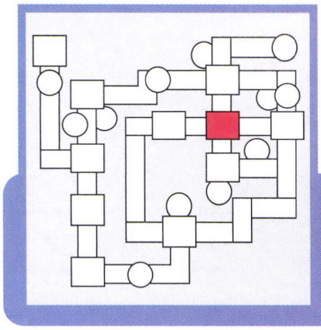
With their powerful mental abilities, Sabrina's Psychic-type Pokémon will likely Confuse your Pokémon into hurting themselves badly. To keep this from happening, switch a Pokémon for another one as soon as it becomes Confused. If you're playing the Yellow version, Sabrina will have one less Pokémon, but the ones she does have will be extremely powerful. Abra, Kadabra and Alakazam all have massive brainpower, and the fact that they're at level 50 will make this a very long battle. See if you can use a Psychic-type Pokémon first to lull them to sleep or Confuse them.



VENUSAUR used RAZOR LEAF!

PRIZES **MARSH BADGE/TM 46**

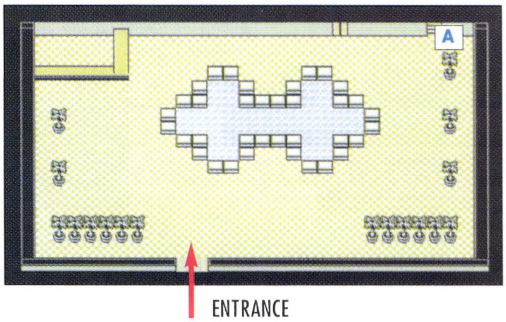
If you defeat Sabrina you'll walk away with a TM 46, which contains the Psywave attack, and her Marsh Badge. The badge will ensure that any of your Pokémon up to level 70 will obey you during battle.



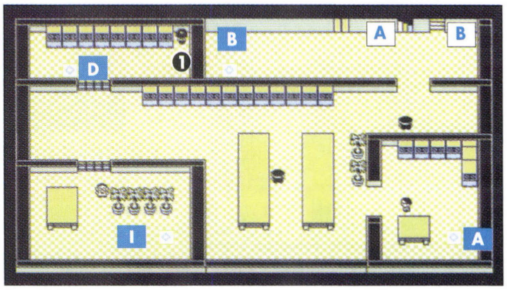
SILPH CO.

It turns out that Silph Co. is being forced to produce advanced technology for Team Rocket. You must reach the top floor and free the company president from Giovanni's clutches. If you roust Giovanni, you won't have to defeat the rest of Team Rocket's agents individually. When you need to heal your Pokémon, look for a woman at the bottom-left corner of the ninth floor.

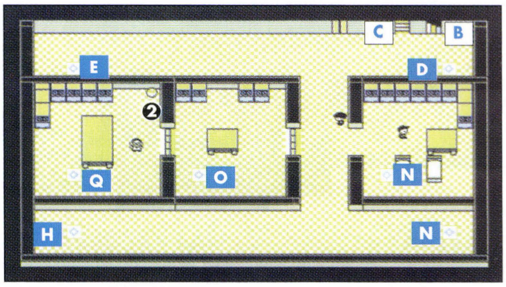
First Floor



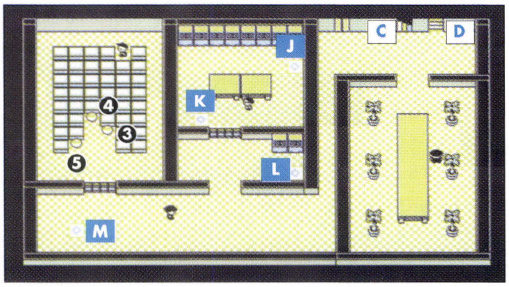
Second Floor



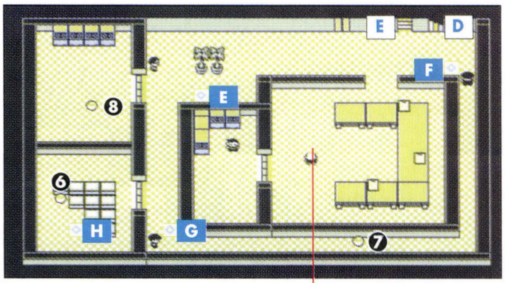
Third Floor



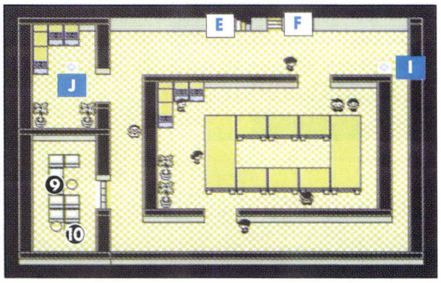
Fourth Floor



Fifth Floor



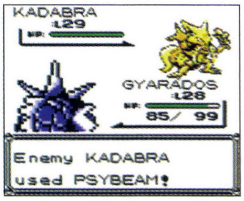
Sixth Floor



ITEMS

❶	TM 36
❷	HYPER POTION
❸	ESCAPE ROPE
❹	MAX REVIVE
❺	FULL HEAL
❻	TM 09
❼	CARD KEY
❽	PROTEIN
❾	HP UP
❿	X ACCURACY
⓫	CALCIUM
⓬	TM 03
⓭	TM 26
⓮	RARE CANDY
⓯	CARBOS

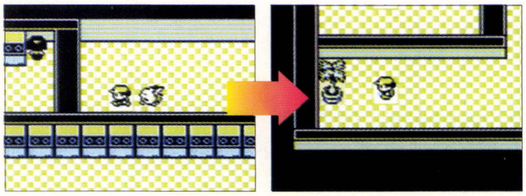
Be wary of the bald guy on the fifth floor—he's the only one to use the Psychic-types Alakazam and Mr. Mime. If there's a Pokémon on your front line with low HP, it'll be knocked out pretty quick, so be sure to put a strong Pokémon on top before entering the battle.



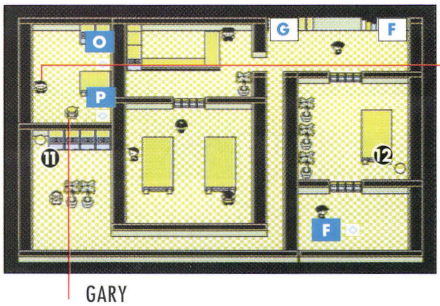
Enemy KADABRA
used PSYBEAM!

Warp, Skip and Jump

If you need combat experience, don't hesitate to seek out every Team Rocket agent and challenge him or her to duel. If you want a quick end to this situation, however, run straight up the stairs to the fifth floor and grab the Card Key, which will open every electronic door in the building. Now go to the third floor and use warp tile Y to reach the seventh floor, then step on warp tile Z to reach the hallway outside the president's office.



Seventh Floor



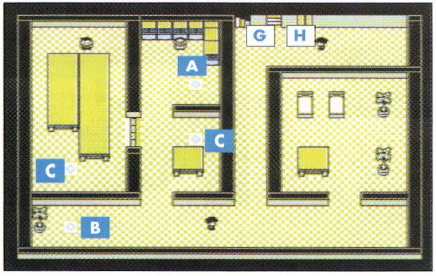
Don't be afraid to approach the employee standing near where Gary challenges you. Instead of another battle, the employee will bestow the rare Water-and-Ice-type Pokémon, Lapras!

#131 LAPRAS

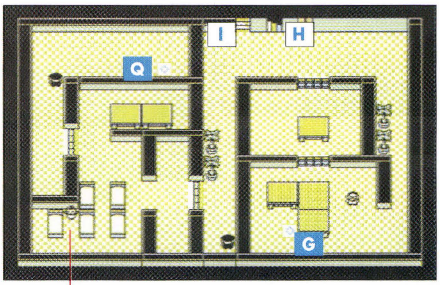
TYPE: WATER/ICE

The Lapras is sometimes used as a water-borne "horse" to transport passengers across short distances. Its gentle demeanor makes it well-suited to this task.

Eighth Floor



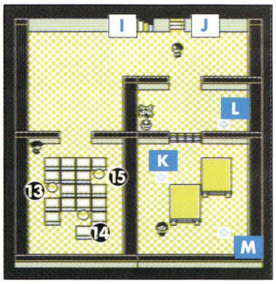
Ninth Floor



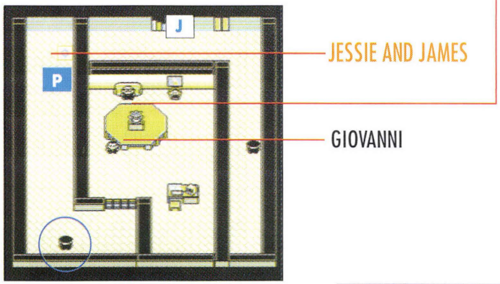
By the time you reach the ninth floor, your team is bound to be a bit worse for the wear. Visit this woman to fully recover your Pokémon's HP and PP.

You look tired!
You should take a

Tenth Floor



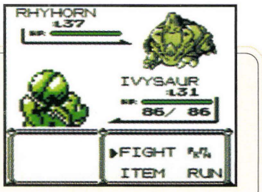
Eleventh Floor

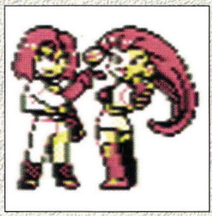


The president of Silph Co. will be ecstatic that you interrupted his "meeting" with Giovanni. To reward you for breaking Team Rocket's hold on his company, he'll hook you up with the Master Ball. This technological wonder will catch any Pokémon without fail, so be sure to save it for a special occasion.

Vs. Giovanni

After you busted up his racket in Celadon City, Giovanni moved his base to Saffron City. It's too bad for him you arrived in time to short-circuit his new scheme. Defeat Giovanni's Nidorino, Rhyhorn, Nidoqueen and Kangaskhan (or Persian, in the Yellow version) to free the Silph Co. president and receive the foolproof Master Ball.



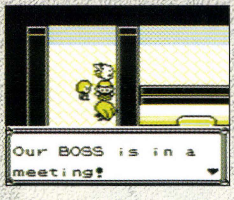


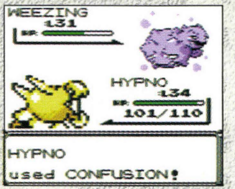
Jessie and James Battle 4

Y

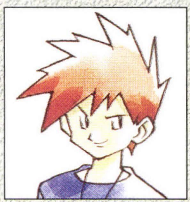
LEV. 31	#109 KOFFING
LEV. 31	#23 EKANS
LEV. 31	#52 MEOWTH

The only things standing between you and your battle with Giovanni are two familiar faces: Jessie and James, the bumbling leaders of Team Rocket who would gladly sit and stall you all day to keep you from confronting Giovanni. This is Team Rocket's last stand, but you once again shouldn't have much trouble with their level-31 Pokémon. If you use Psychic attacks, you'll defeat Jessie and James once and for all in no time.


Our BOSS is in a meeting!



HYPNO used CONFUSION!



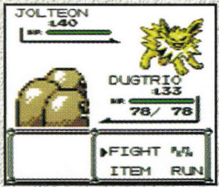
Gary Battle 5

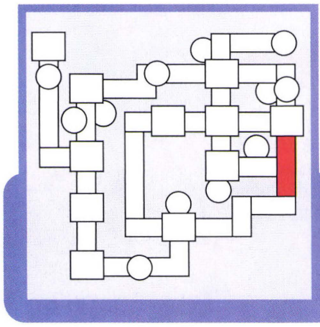
Y

LEV. 38	#27 SANDSHREW
LEV. 35	#38 NINETALES
LEV. 37	#91 CLOYSTER
LEV. 35	#64 KADABRA
LEV. 40	#133 EEVEE (EVOL.)

When your rival jumps you on the seventh floor, you'll find his team is much more powerful than when you saw him last in Pokémon Tower. In the Red and Blue games he'll likely have a Pidgeot, an Alakazam and a Growlithe, among others. All of them will be between levels 35 and 40. On the Yellow cartridge, his team will be at about the same experience level and you should combat him with Water-, Electric- and Ground-types. After the fight, be sure to recover on the ninth floor.

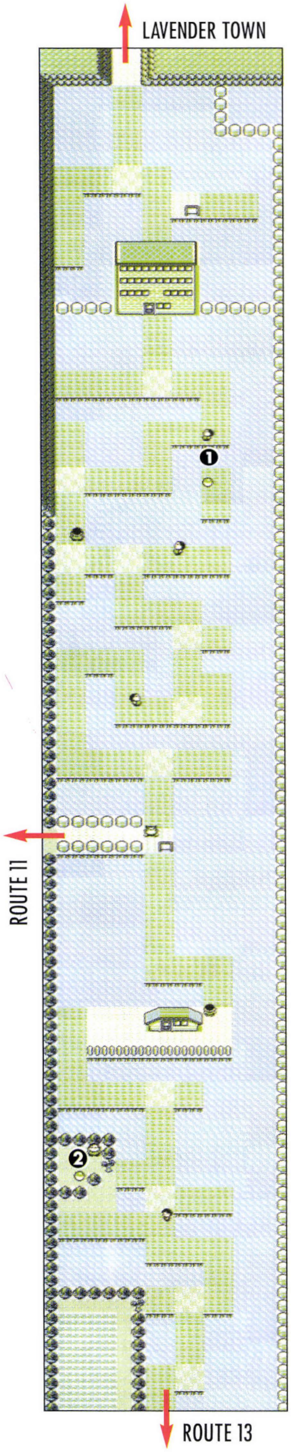
GARY: Hahaha! I thought you'd





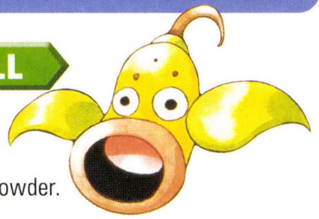
ROUTE 12

You've liberated Saffron City from Team Rocket's mad scheme, and you could probably use a bit of a holiday. We hear the fishing is good down south of Lavender Town, so grab your Old Rod and get set to drown a few worms. You ought to pack the Poké Flute, too. You won't be able to avoid Pokémon duels completely on this trip, but things will be far less hectic.



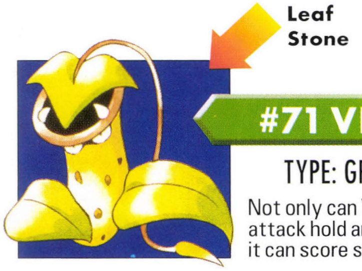
ROUTE 12	Y	R	B
#16 PIDGEY	MANY	MANY	MANY
#17 PIDGEOTTO	FEW	NONE	NONE
#43 ODDISH	MANY	MANY	NONE
#44 GLOOM	FEW	FEW	NONE
#48 VENONAT	NONE	FEW	FEW
#69 BELLSPROUT	MANY	NONE	MANY
#70 WEEPINBELL	FEW	NONE	FEW
#79 SLOWPOKE	MANY	NONE	NONE
#80 SLOWBRO	FEW	NONE	NONE
#83 FARFETCH'D	FEW	NONE	NONE

#70 WEEPINBELL



TYPE: GRASS/POISON

Weepinbell can use its Growth ability to increase the power of its special attacks, like Poison Powder.



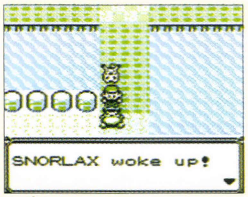
#71 VICTREEBEL

TYPE: GRASS/POISON

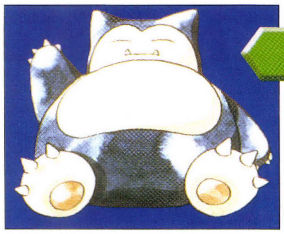
Not only can Victreebel's Wrap attack hold an opponent immobile, it can score several hits in a row.

Sweet Music

The Poké Flute has the power to wake a sleeping Pokémon, in or out of battle. Pipe a sweet tune to rouse this Snorlax from its rather inconvenient resting place. It won't be very happy about the wake-up call, but if it attacks, you can try to capture it. With the way clear, continue south to Route 13.



SNORLAX woke up!

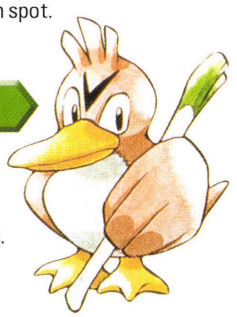


#143 SNORLAX

TYPE: NORMAL

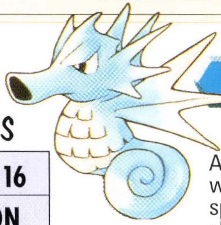
Snorlax enjoys sleeping more than anything, and will often lie down at the first open spot.

#83 FARFETCH'D



TYPE: NORMAL/FLYING

It looks like a duck and quacks like a duck, but it surely isn't a duck! Farfetch'd uses twigs as mini-swords.



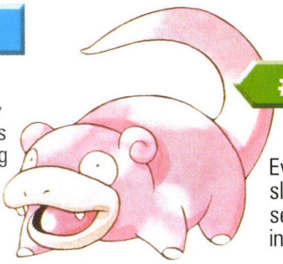
#117 SEADRA

TYPE: WATER

At level 32, Horsea's feathery water wings become Seadra's spiked fins, capable of piercing almost any opponent's skin.

ITEMS

ITEMS
❶ TM 16
❷ IRON

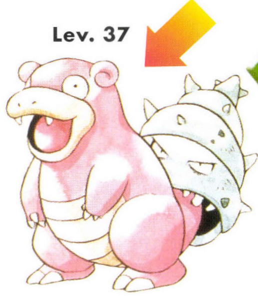


#79 SLOWPOKE

TYPE: WATER/PSYCHIC

Everything about Slowpoke is, well, slow. On average, it takes about five seconds for any sort of sensory input, including pain, to reach its brain.

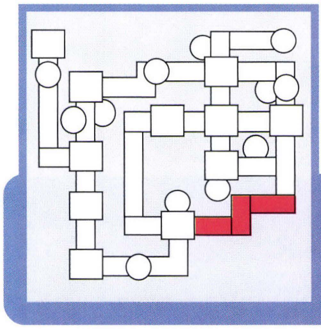
FISH FINDER	Y	R B
#72 TENTACOOL		•
#98 KRABBY		•
#116 HORSEA	•	
#117 SEADRA	•	
#118 GOLDEEN		•
#129 MAGIKARP		•



#80 SLOWBRO

TYPE: WATER/PSYCHIC

Slowbro is not likely to win any I.Q. contests, and it seems to survive by luck and instinct alone. It's so dopey, even the largest tail-biting parasites often go unnoticed.



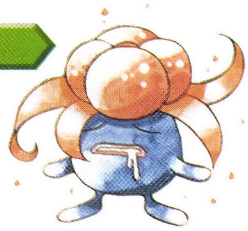
ROUTES 13, 14 & 15

Route 13 is more like a maze than a highway, but it is a pleasant place to walk and enjoy the great outdoors. If not for all the Pokémon trainers waiting around to duel, it might almost be relaxing. Oh well, a trainer's work is never done! Routes 14 and 15 have their fair share of trainers too, so be prepared. Every battle you enter makes your team stronger and brings you one step closer to becoming a Master Trainer.

ROUTE 13	Y	R	B
#16 PIDGEY	FEW	MANY	MANY
#17 PIDGEOTTO	MANY	NONE	NONE
#43 ODDISH	MANY	MANY	NONE
#44 GLOOM	FEW	FEW	NONE
#48 VENONAT	NONE	FEW	FEW
#69 BELLSPROUT	MANY	NONE	MANY
#70 WEEPINBELL	FEW	NONE	FEW
#79 SLOWPOKE	MANY	NONE	NONE
#80 SLOWBRO	FEW	NONE	NONE
#83 FARFETCH'D	FEW	NONE	NONE
#132 DITTO	NONE	FEW	FEW

FISH FINDER	Y	R B
#72 TENTACOOL	•	•
#98 KRABBY		•
#116 HORSEA	•	
#117 SEADRA	•	
#118 GOLDEEN		•
#129 MAGIKARP		•

#44 GLOOM



TYPE: GRASS/POISON

Like most Grass-type Pokémon, Gloom can hardly move, but it doesn't need to move its limbs to launch an attack.

Leaf Stone

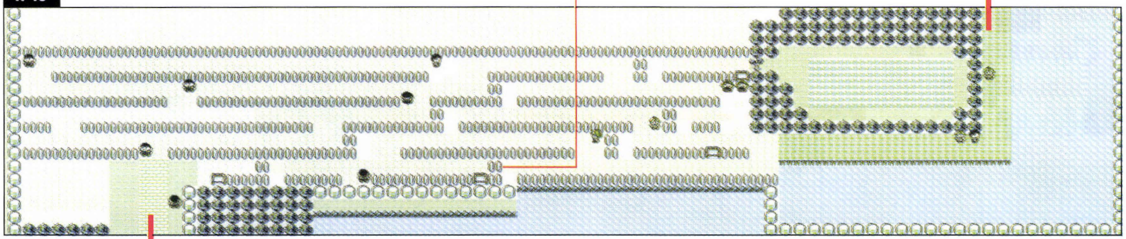
#45 VILEPLUME

TYPE: GRASS/POISON

Gloom and Vileplume don't need to move to attack, so Paralyzing them doesn't affect their ability to fight.

Work your way around to this remote spot in the fence maze and press A to examine the ground. You'll stumble upon a hidden Calcium, which boosts the Special rating of your Pokémon.

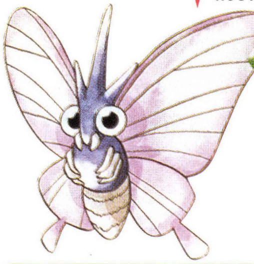
R-13



ROUTE 12

ROUTE 14

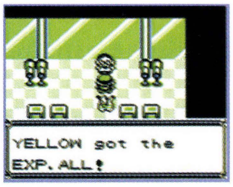
#49 VENOMOTH



TYPE: BUG/POISON

Venomoth is short on physical ability but long on various disabling attacks. You'd better have lots of Antidote and other cures.

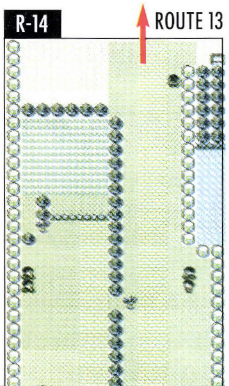
Speak to Professor Oak's assistant at the lookout station between Route 15 and Fuchsia City. If you've collected 50 different Pokémon, he'll give you the Exp. All, which allows you to share experience points with Pokémon that don't fight in a battle.



YELLOW got the EXP. ALL!

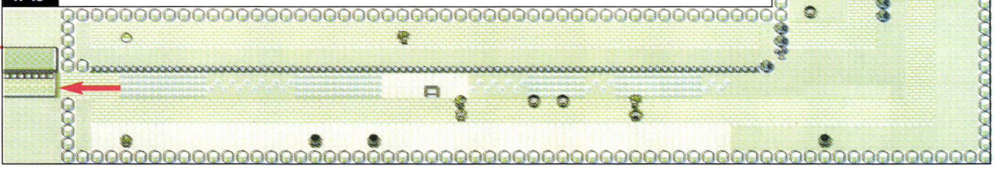
ROUTES 14 & 15	Y	R	B
#16 PIDGEY	NONE	MANY	MANY
#17 PIDGEOTTO	FEW	FEW	FEW
#43 ODDISH	MANY	MANY	NONE
#44 GLOOM	FEW	FEW	NONE
#48 VENONAT	MANY	FEW	FEW
#49 VENOMOTH	FEW	NONE	NONE
#69 BELLSPROUT	MANY	NONE	MANY
#70 WEEPINBELL	FEW	NONE	FEW
#132 DITTO	NONE	MANY	MANY

R-14



ROUTE 13

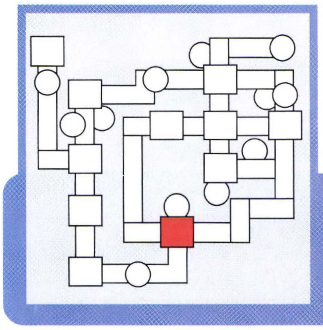
R-15



FUCHSIA CITY

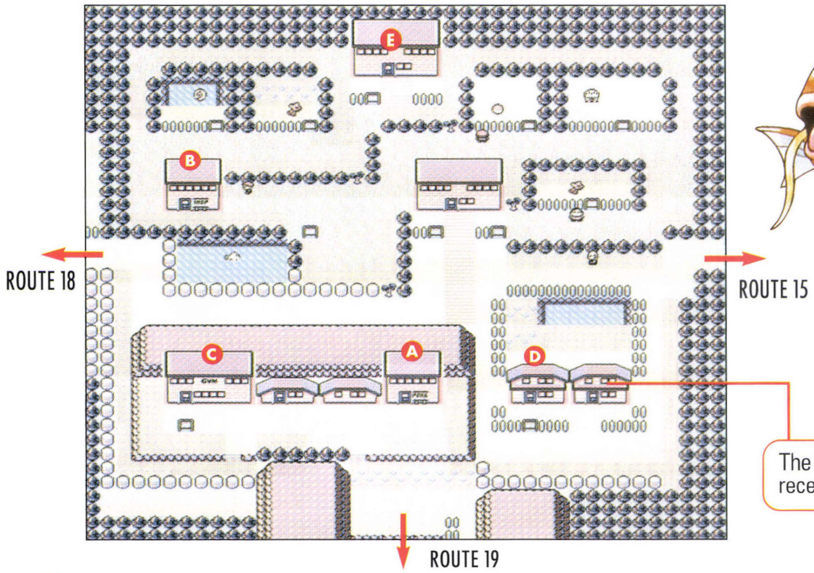
ITEMS

① TM 20

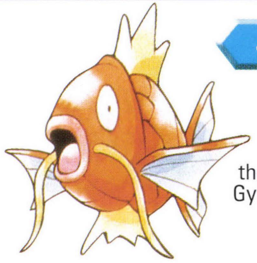


FUCHSIA CITY

Team Rocket is still reeling from its crushing defeat in Saffron City, which gives you a chance to resume your original quest: to become the greatest Pokémon trainer ever. You can start by visiting the Safari Zone here in Fuchsia City. There are plenty of Pokémon that are found nowhere else but here, so keep coming back until you've caught the rare ones!



#129 MAGIKARP

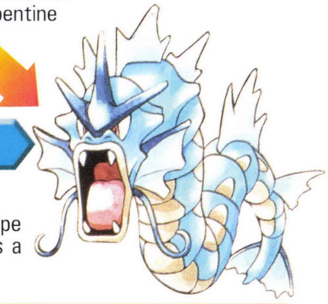


TYPE: WATER

It is hard to believe that the fish-like Magikarp transforms into the much larger, serpentine Gyarados.

Lev. 20

#130 GYARADOS



TYPE: WATER/FLYING

Few Pokémon evolve from a single-type to a dual-type creature. Gyarados is a rare example of this phenomenon.

The Fishing Guru's older brother runs a fish farm here in the city. Speak to him to receive the Good Rod. You can drop a line into his fish pond and see what turns up.

A Pokémon Center

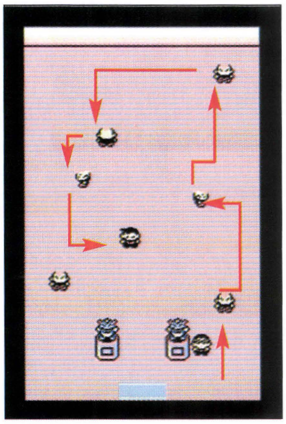
B Pokémon Mart

ULTRA BALL	1,200
GREAT BALL	600
SUPER POTION	700
HYPER POTION	1,500
REVIVE	1,500
FULL HEAL	600
SUPER REPEL	500

FISH FINDER	Y	R B
#98 KRABBY		•
#118 GOLDEEN		•
#119 SEAKING		•
#129 MAGIKARP	•	•
#130 GYARADOS	•	

C Ninja Nightmare

The Safari Zone may be the most popular tourist attraction in town, but the real trainers eventually make their way to the gym for a true test. The Fuchsia City Gym is the headquarters of Pokémon trainers who also follow ninja disciplines. Their training regimen focuses on techniques that poison and induce sleep, so be sure to have some Antidote and Awakening on hand. Since all of the walls in the gym are invisible, you can follow the arrows on this map to find the direct route to Koga.



Fuchsia City Gym Leader:

KOGA

Y	R B
LEV. 44 #48 VENONAT	LEV. 37 #109 KOFFING
LEV. 46 #48 VENONAT	LEV. 39 #89 MUK
LEV. 48 #48 VENONAT	LEV. 37 #109 KOFFING
LEV. 50 #49 VENOMOTH	LEV. 43 #110 WEEZING

Koga is protected by a maze of invisible walls and a troop of ninja-style trainers. The ninja master himself will send out two Koffing, a Muk and a Weezing in the Red and Blue versions, and challengers with the Yellow Pak will find themselves face to face with three high-level Venonat and a Venomoth. Ground-type or Psychic-type Pokémon can put a lid on the pollution the Poison-types spew, and Flying-types will also be effective versus the Bug-types.

VENONAT
:L46
HP:
FEAROW
:L36
HP:
107/107

It's super
effective!

PRIZES **SOUL BADGE/TM 06**

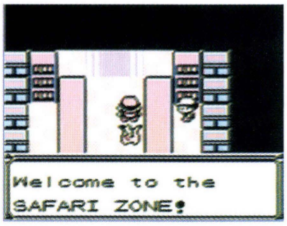
If you defeat the poisonous lot of Koga's Pokémon, you'll receive the Soul Badge and a TM 06 that contains Toxic. The Soul Badge boosts the Defense rating of all your Pokémon.

D Toothless

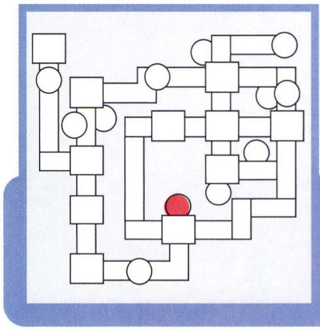
The warden of the Safari Zone has lost his teeth, and no one can understand a word he's saying. His choppers are probably in the Safari Zone somewhere. Find them and return them to the warden to receive an HM 04, which you can use to teach a Pokémon the Strength ability to move large objects.

E On a Safari

The Safari Zone is an amusement park for Pokémon trainers. Certified trainers like you are given special Safari Balls and Pokémon bait and are allowed to capture as many rare Pokémon as you can within 500 paces.

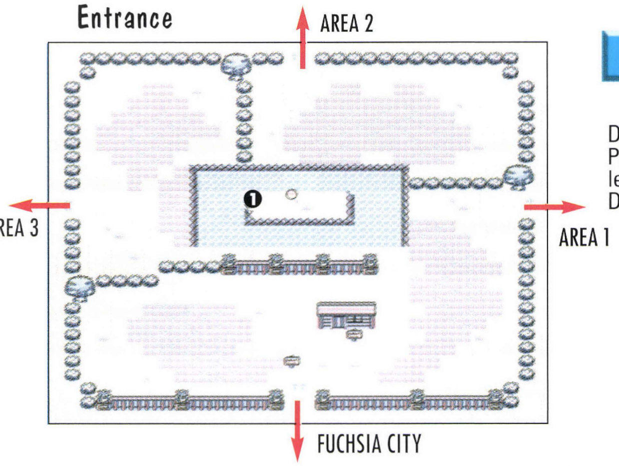


Welcome to the
SAFARI ZONE!



SAFARI ZONE

Speak to the gate attendants to receive 30 Safari Balls. To catch any wild Pokémon you find, toss Safari Balls at them. Often you'll have to throw food or rocks to distract certain Pokémon, so try many different combinations when a particular Pokémon keeps escaping. When you run out of Safari Balls or walk 500 paces, you'll warp back to the gate automatically.



ITEMS

❶ NUGGET

#147 DRATINI

TYPE: DRAGON

Dratini takes much longer than most Pokémon to evolve. It must reach level 30 before it changes into Dragonair.

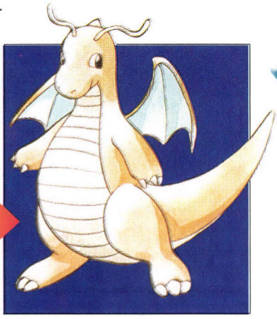
Lev. 30

#148 DRAGONAIR

TYPE: DRAGON

Most of Dragonair's abilities, like Wrap, Agility, Slam and Dragon Rage, take advantage of its long, sinewy body.

Lev. 55



#149 DRAGONITE

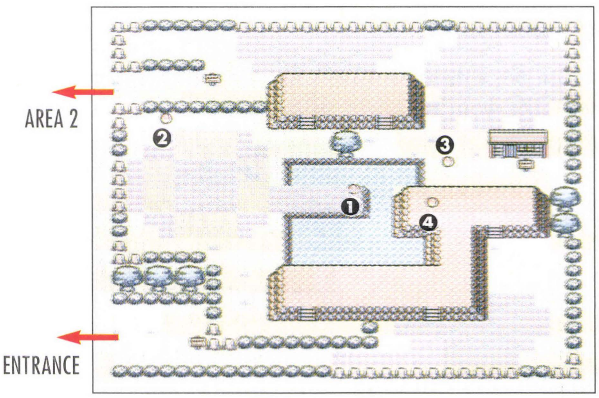
TYPE: DRAGON/FLYING

It's likely that many fairy-tale dragons were inspired by this winged beast's ancient kin.

ENTRANCE	Y	R	B
#29 NIDORAN ♀	MANY	NONE	MANY
#30 NIDORINA	NONE	FEW	FEW
#32 NIDORAN ♂	MANY	MANY	NONE
#33 NIDORINO	FEW	FEW	FEW
#46 PARAS	FEW	NONE	NONE
#47 PARASECT	FEW	FEW	FEW
#48 VENONAT	NONE	MANY	MANY
#102 EXEGGCUTE	MANY	FEW	FEW
#111 RHYHORN	FEW	MANY	MANY
#113 CHANSEY	FEW	FEW	FEW
#114 TANGELA	FEW	NONE	NONE
#123 SCYTHER	NONE	FEW	NONE
#127 PINSIR	NONE	NONE	FEW

FISH FINDER	Y	R B
#54 PSYDUCK		•
#80 SLOWPOKE		•
#98 KRABBY		•
#129 MAGIKARP	•	
#147 DRATINI	•	•
#148 DRAGONAIR	•	

Area 1



ITEMS

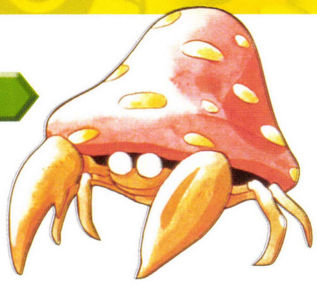
- ❶ TM 37
- ❷ MAX POTION
- ❸ FULL RESTORE
- ❹ CARBOS
- ❺ TM 40
- ❻ PROTEIN
- ❼ MAX REVIVE
- ❽ MAX POTION
- ❾ GOLD TEETH
- ❿ TM 32

AREA 1	Y	R	B
#29 NIDORAN ♀	MANY	FEW	MANY
#30 NIDORINA	FEW	NONE	FEW
#32 NIDORAN ♂	MANY	MANY	FEW
#33 NIDORINO	NONE	FEW	NONE
#46 PARAS	NONE	MANY	MANY
#47 PARASECT	NONE	FEW	FEW
#84 DODUO	NONE	MANY	MANY
#102 EXEGGCUTE	MANY	FEW	FEW
#104 CUBONE	FEW	NONE	NONE
#105 MAROWAK	FEW	NONE	NONE
#113 CHANSEY	FEW	NONE	NONE
#115 KANGASKHAN	NONE	FEW	FEW
#123 SCYTHER	FEW	FEW	NONE
#127 PINSIR	NONE	NONE	FEW
#128 TAUROS	FEW	NONE	NONE

FISH FINDER	Y	R B
#54 PSYDUCK		●
#80 SLOWPOKE		●
#98 KRABBY		●
#129 MAGIKARP	●	
#147 DRATINI	●	●

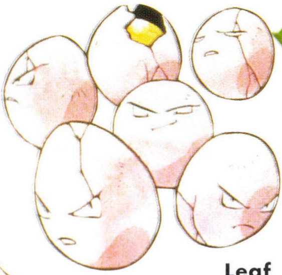
The probability of finding all of these waterborne Pokémon is equal in all areas of the Safari Zone. Just use your rod near the edge of the water and cross your fingers.

#47 PARASECT



TYPE: BUG/GRASS

Parasect is actually an odd pairing of creatures: a mushroom-like parasite and a bug-like host. Parasect prefers its environment damp and dark.

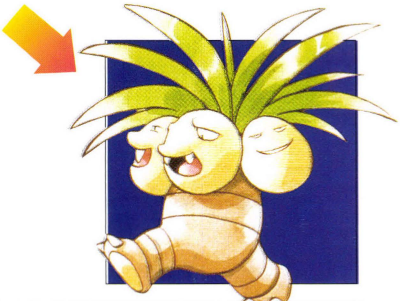


#102 EXEGGCUTE

TYPE: GRASS/PSYCHIC

These egg-like creatures travel in swarms, quickly surrounding and engulfing any intruders in their territory. You can use the Leaf Stone to transform Exeggcute into the two-legged Exeggutor.

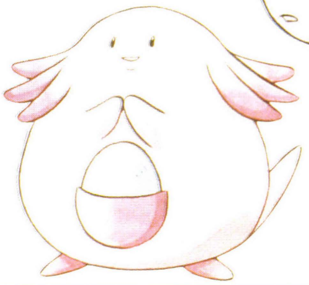
Leaf Stone



#103 EXEGGUTOR

TYPE: GRASS/PSYCHIC

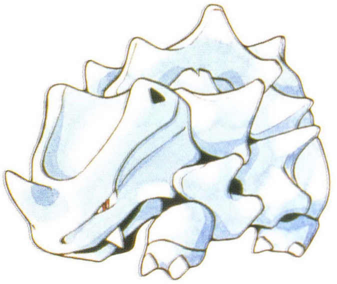
Exeggutor's legs do it little good. This is one instance in which evolution may not be such a good idea!



#113 CHANSEY

TYPE: NORMAL

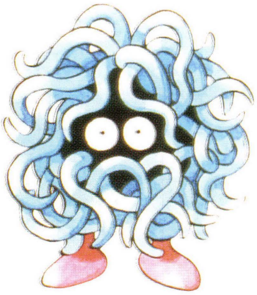
This rare and elusive Pokémon is sought not for its battle skills but for its legendary ability to bring happiness to its trainer.



#111 RHYHORN

TYPE: GROUND/ROCK

Rhyhorn's bones are one thousand times denser than a human's, giving it incredible physical power and endurance.



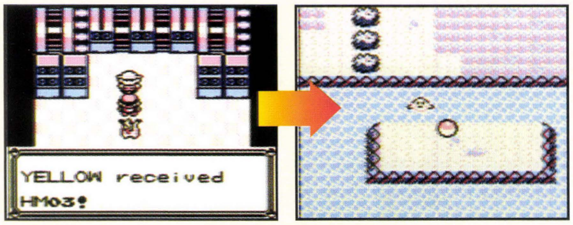
#114 TANGELA

TYPE: GRASS

Looking for all the world like a walking plate of spaghetti or a two-legged, tailless sheep dog, Tangela is one of the shyest Pokémon.

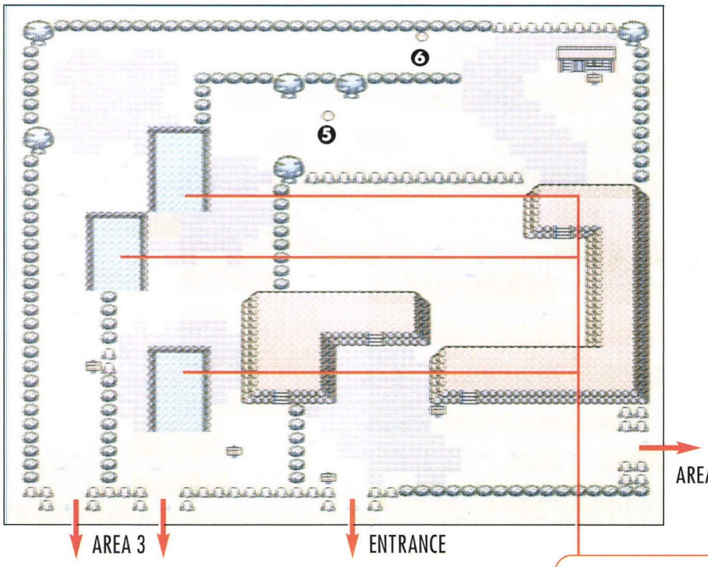
Secret House Sweepstakes

Find the Secret House in Area 3 of the Safari Zone to win an HM 03. This Hidden Machine can be used to teach a water-dwelling Pokémon how to Surf. A Surfing Pokémon can carry you safely across any body of water. With this ability, you can finally visit the Power Plant and speak to the old man across the pond in Celadon City. We recommend visiting the Power Plant before heading south to the open ocean.



YELLOW received HM03!

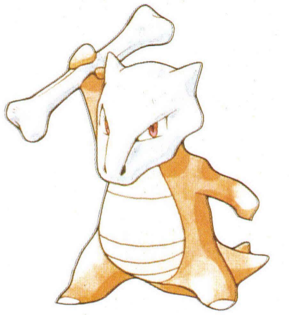
Area 2

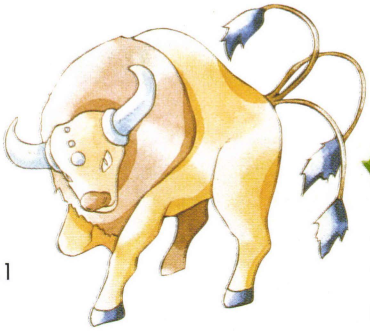


#105 MAROWAK

TYPE: GROUND

Its skillful use of bones as makeshift boomerangs has earned this Pokémon the nickname, "Bonekeeper."





#128 TAUROS

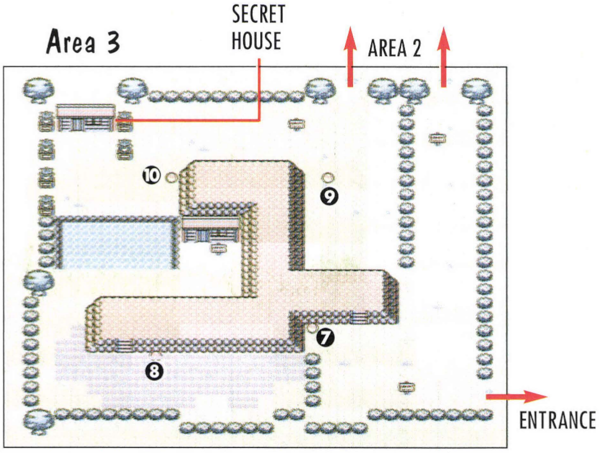
TYPE: NORMAL

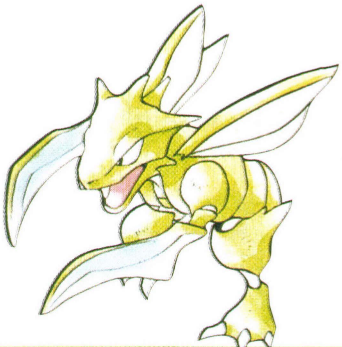
To say that Tauros is bullish in battle is no understatement. With its fiery temper and willful personality, Tauros can be a handful for even the most skilled trainer.

If one of your Pokémon has Surf, you can take shortcuts over these waterways. Since the length of your stay in the Safari Zone is measured in the number of steps you take, it's smart to hop over.

AREA 2	Y	R	B
#29 NIDORAN ♀	MANY	NONE	MANY
#30 NIDORINA	FEW	FEW	FEW
#32 NIDORAN ♂	MANY	MANY	NONE
#33 NIDORINO	NONE	FEW	FEW
#46 PARAS	NONE	MANY	MANY
#49 VENOMOTH	NONE	FEW	FEW
#102 EXEGGCUTE	MANY	FEW	FEW
#104 CUBONE	FEW	NONE	NONE
#111 RHYHORN	FEW	MANY	MANY
#113 CHANSEY	NONE	FEW	FEW
#115 KANGASKHAN	FEW	NONE	NONE
#123 SCYTHER	FEW	NONE	NONE
#127 PINSIR	FEW	NONE	NONE
#128 TAUROS	NONE	FEW	FEW

Area 3





#123 SCYTHER

TYPE: BUG/FLYING

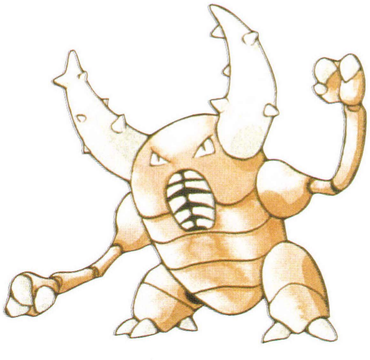
This frightening Pokémon seems to have just as much in common with dinosaurs as with bugs. The razor edges on its wings make its Slash attack that much more damaging.

AREA 3	Y	R	B
#29 NIDORAN ♀	MANY	FEW	MANY
#30 NIDORINA	NONE	NONE	FEW
#32 NIDORAN ♂	MANY	MANY	FEW
#33 NIDORINO	FEW	FEW	NONE
#48 VENONAT	NONE	MANY	MANY
#49 VENOMOTH	NONE	FEW	FEW
#84 DODUO	NONE	MANY	MANY
#102 EXEGGCUTE	MANY	FEW	FEW
#104 CUBONE	FEW	NONE	NONE
#105 MAROWAK	FEW	NONE	NONE
#114 TANGELA	FEW	NONE	NONE
#115 KANGASKHAN	NONE	FEW	FEW
#127 PINSIR	FEW	NONE	NONE
#128 TAUROS	FEW	FEW	FEW

#127 PINSIR

TYPE: BUG

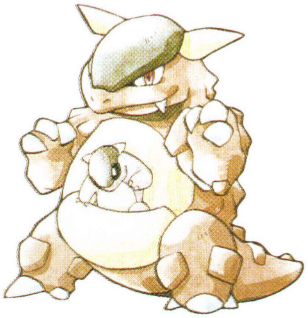
Pinsir relies solely on its great strength and powerful pincers to overwhelm its foes.

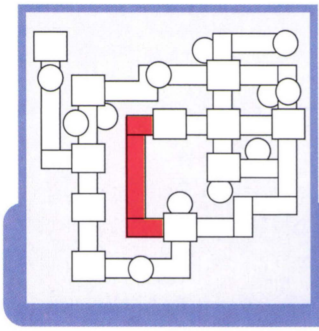


#115 KANGASKHAN

TYPE: NORMAL

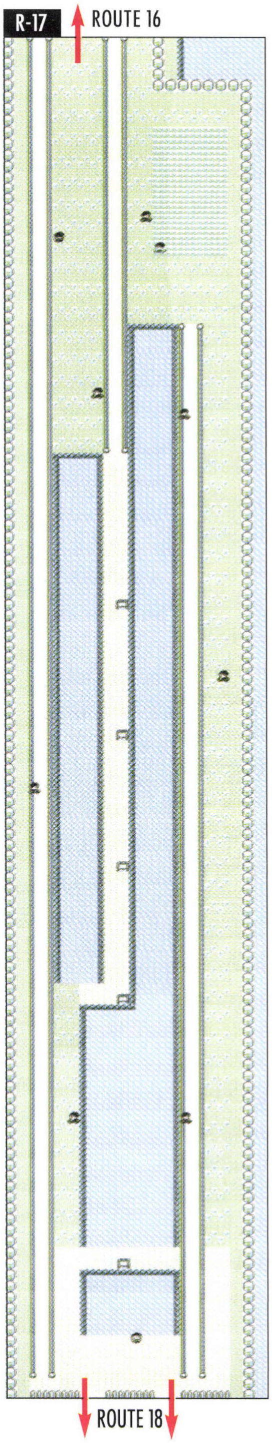
Using its stomach pouch, Kangaskhan carries its young everywhere, even into battle. This makes combat more dangerous, not less.

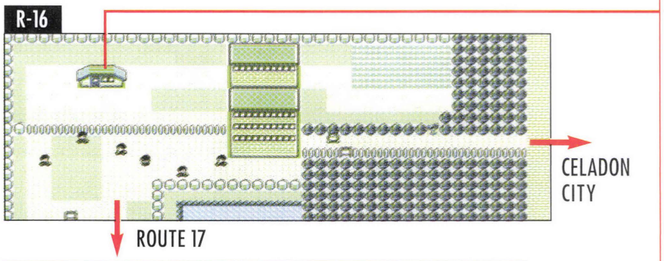




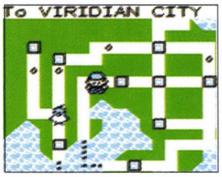
ROUTES 16, 17 & 18

Also known as "Cycling Road," Routes 16, 17 and 18 are a favorite hangout for bicyclists and motorcyclists alike. It just so happens that many of these two-wheeling enthusiasts are Pokémon trainers as well, and you must fight your way up the long slope to Celadon City. From there, make your way back to the Power Plant.



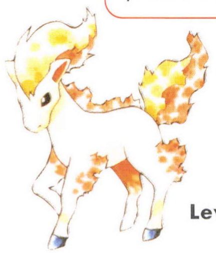


At the top of Cycling Road, cut through the bushes on the right to enter a secluded field. Walk through the gate to the left and enter the house to meet a reclusive Pokémon trainer. In exchange for a promise to keep her hiding place a secret, she will give you the HM 02, which can be used to teach the Flying ability. You can use this ability to travel in mere seconds to any city you've visited before.



ROUTE 16	Y	R	B
#19 RATTATA	MANY	MANY	MANY
#20 RATICATE	FEW	FEW	FEW
#21 SPEAROW	MANY	MANY	MANY
#22 FEAROW	FEW	NONE	NONE
#84 DODUO	MANY	FEW	FEW

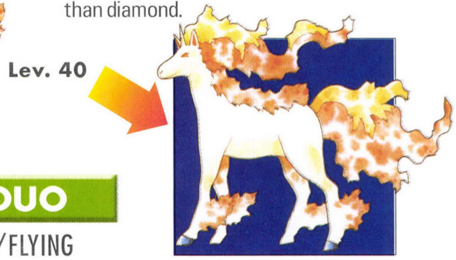
ROUTE 17	Y	R	B
#20 RATICATE	NONE	MANY	MANY
#21 SPEAROW	NONE	MANY	MANY
#22 FEAROW	MANY	MANY	MANY
#77 PONYTA	MANY	NONE	NONE
#84 DODUO	MANY	FEW	FEW
#85 DODRIO	FEW	NONE	NONE



#77 PONYTA

TYPE: FIRE

This fiery Pokémon's hooves are harder than diamond.



#78 RAPIDASH

TYPE: FIRE

Rapidash's great speed allows it to strike a foe several times in a row.

#84 DODUO

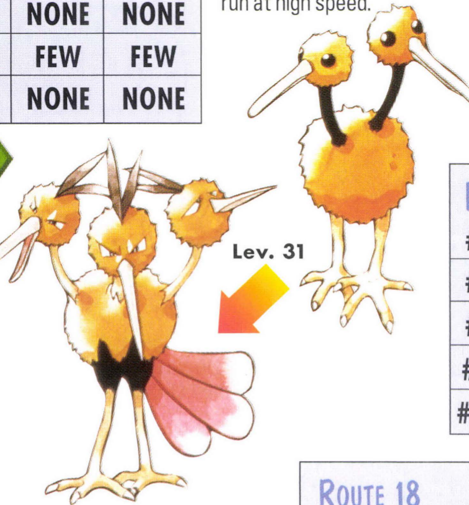
TYPE: NORMAL/FLYING

Though this Pokémon has some Flying-type characteristics, it cannot actually fly. It can, however, run at high speed.

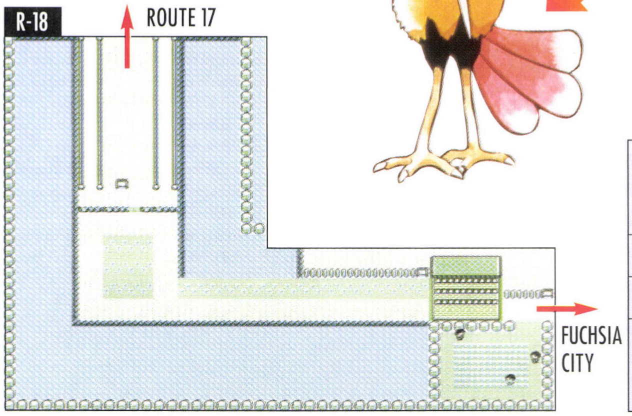
#85 DODRIO

TYPE: NORMAL/FLYING

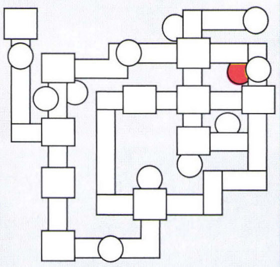
If two heads are better than one, then what about Dodrio's three? When Dodrio rests, two of the heads sleep while the third keeps watch.



FISH FINDER	Y	R B
#72 TENTACOOL	●	●
#90 SHELLDER	●	
#98 KRABBY		●
#118 GOLDEEN		●
#129 MAGIKARP		●

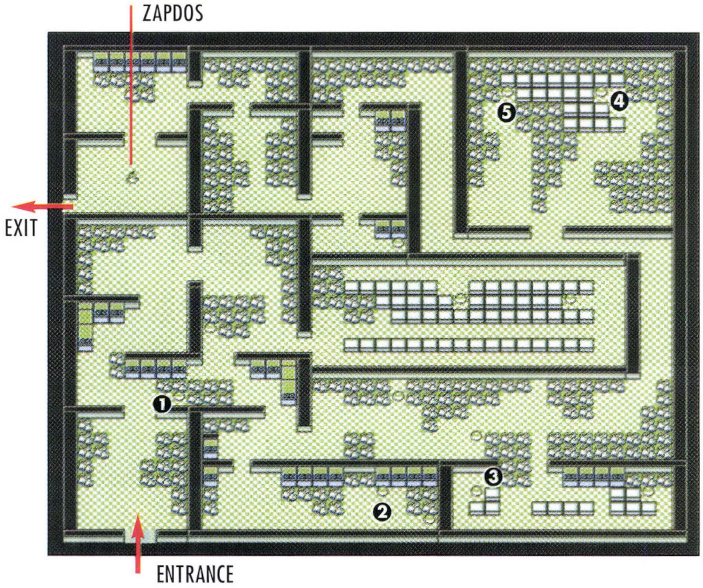


ROUTE 18	Y	R	B
#19 RATTATA	MANY	NONE	NONE
#20 RATICATE	FEW	FEW	FEW
#21 SPEAROW	MANY	MANY	MANY
#22 FEAROW	FEW	FEW	FEW
#84 DODUO	MANY	FEW	FEW



POWER PLANT

From Celadon City, head back through Cerulean City to Route 9. Go to the edge of the river in the northeast corner and use Surf to dive into the water. Paddle south until you reach land, then climb out and enter the Power Plant to search for Zapdos, one of the rarest Pokémon of all. Be warned that some of the items strewn across the floor are actually disguised Pokémon.



POWER PLANT	Y	R	B
#25 PIKACHU	NONE	MANY	MANY
#26 RAICHU	NONE	NONE	FEW
#81 MAGNEMITE	MANY	MANY	MANY
#82 MAGNETON	MANY	FEW	FEW
#88 GRIMER	FEW	NONE	NONE
#89 MUK	FEW	NONE	NONE
#100 VOLTORB	MANY	MANY	MANY
#125 ELECTABUZZ	NONE	FEW	NONE

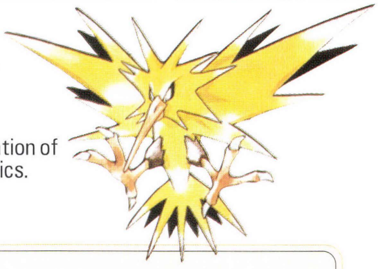
ITEMS

❶	CARBOS
❷	TM 33
❸	TM 25
❹	RARE CANDY
❺	HP UP

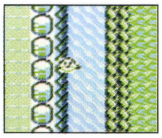
#145 ZAPDOS

TYPE: ELECTRIC/FLYING

Zapdos has a unique and powerful combination of Electric-type and Flying-type characteristics. Approach it at your own risk!

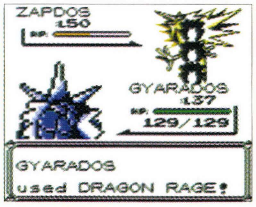


Unless your Pokémon know Surf, you'll never navigate the waterway spanning the outside border of Route 10. If you teach it to a Water-type Pokémon, you'll have a makeshift boat!



Zap and Grab

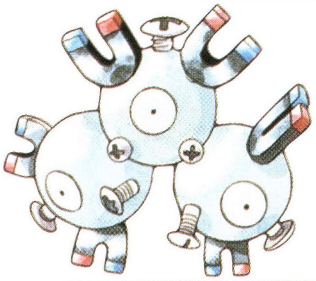
There's a Zapdos waiting near the Power Plant exit. If you wish, you can defeat it to earn experience points, but since this is the only time you'll even see a Zapdos, we recommend trying to capture it. This Pokémon is extremely difficult to snare, even if its energy is nearly gone, and nothing less than an Ultra Ball will do the job. Putting Zapdos to Sleep will increase your chances of trapping it.



ZAPDOS :L50

GYARADOS :L37
129/129

GYARADOS used DRAGON RAGE!



#82 MAGNETON

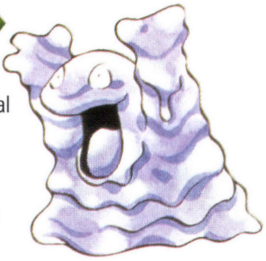
TYPE: ELECTRIC

This machine-like Pokémon is made up of three Magnemites bonded together. They are known to become more aggressive during sunspot activity.

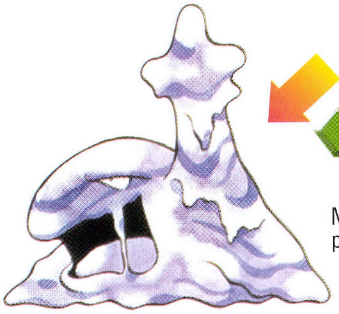
#88 GRIMER

TYPE: POISON

Grimer is actually sought after as a natural pollution-processing plant. It consumes toxic sludge spewed out by factories.



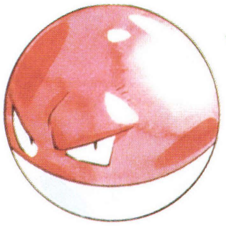
Lev. 38



#89 MUK

TYPE: POISON

Muk's body is so toxic, even its footprints are poisonous to the touch.



#100 VOLTORB

TYPE: ELECTRIC

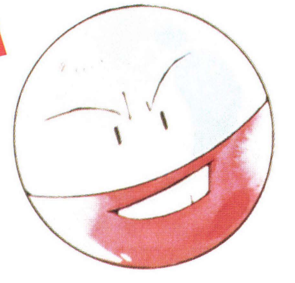
Voltorb uses Screech to lower its opponent's Defense rating before launching an electrical assault. If the odds are against it, Voltorb may use Self-Destruct to destroy itself rather than be captured.

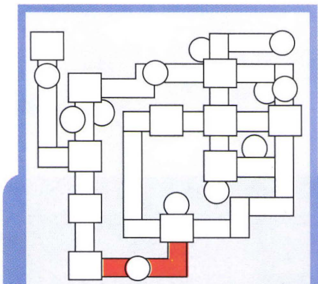
Lev. 30

#101 ELECTRODE

TYPE: ELECTRIC

If you can't find an Electrode in the Unknown Dungeon, look inside the Power Plant or on Cinnabar Island.





ROUTES 19 & 20

What was once fantasy is now amazing reality. Scientists on Cinnabar Island confirm that they can, indeed, clone Pokémon from fossils! To reach Cinnabar Island, first head south from Fuchsia City to the beach. Paddle south and west along Routes 19 and 20 until you reach the sunny shores of Seafoam Island. You'll have to make your way through the cave to continue.

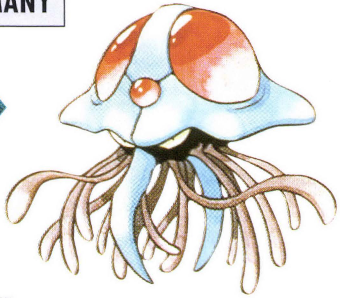
FISH FINDER	Y	R B
#72 TENTACOOL	•	
#73 TENTACRUEL	•	
#90 SHELLDER		•
#116 HORSEA		•
#118 GOLDEEN		•
#120 STARYU	•	•

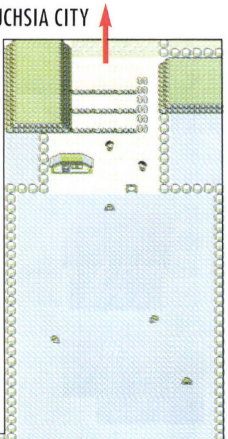
ROUTES 19 & 20	Y	R	B
#72 TENTACOOL	MANY	MANY	MANY

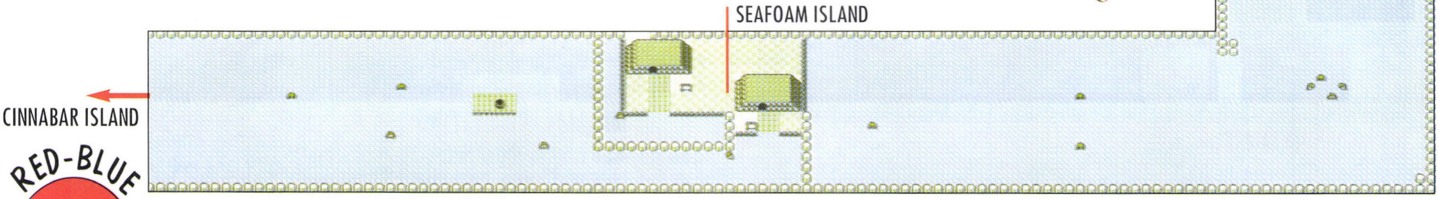
#73 TENTACRUEL

TYPE: WATER/POISON

At level 30, Tentacool evolves into Tentacruel, growing over a dozen new, stinger-tipped tentacles in the process.







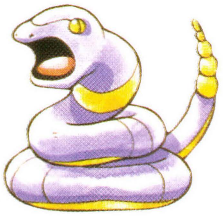
RED-BLUE

Just as there are some Pokémon that can't be found in the Red and Blue cartridges, there are also some that you'll never track down in the Yellow game. Take a close look at the following creatures. If you're playing a Yellow version of the game, you'll have no choice but to trade for these 12 elusive Pokémon—otherwise you'll never collect 'em all!

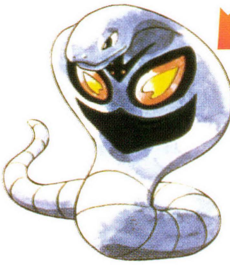
#23 EKANS

R TYPE: POISON

Ekans is a silent but deadly predator. Its main source of food is Pidgey and Spearow eggs, and it is known to eat them whole, shell and all.



Lev. 22



#24 ARBOK

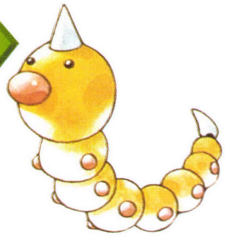
R TYPE: POISON

At level 27, you can add a paralyzing Glare to Arbok's arsenal. At level 36, you can replace Leer with a Defense-lowering Screech.

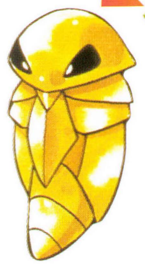
#13 WEEDLE

R B TYPE: BUG/POISON

Weedle has only two attacks, but its Sting is poisonous and its String Shot attack can reduce an enemy's Speed temporarily.



Lev. 7



#14 KAKUNA

R B TYPE: BUG/POISON

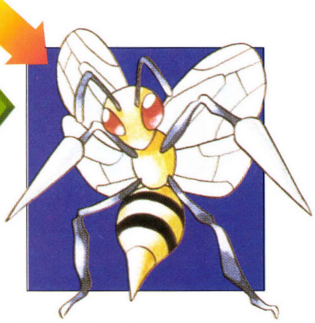
Kakuna is nearly incapable of moving and, therefore, has no attack abilities whatsoever. Its only defense is the ability to harden its protective shell.

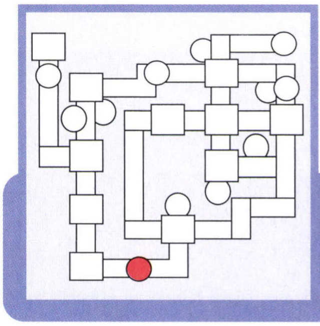
Lev. 10

#15 BEEDRILL

R B TYPE: BUG/POISON

When Kakuna reaches level 10, it will evolve into the much more powerful Beedrill. Beedrill will eventually have the capacity to learn such attacks as Twin Needle and Pin Missile.

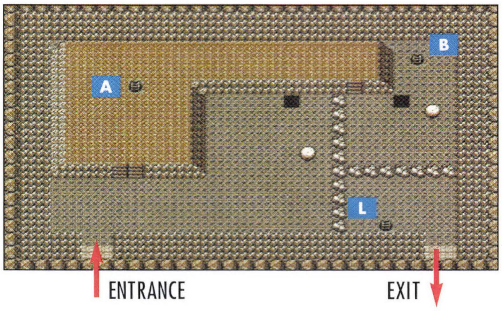


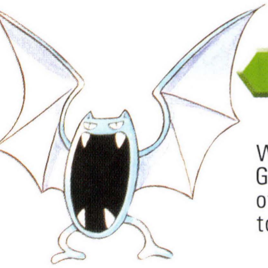


SEAFOAM ISLAND

The way through the Seafoam Island caves is full of twists and turns, and you'll have to puzzle your way through to reach the south side of the island. Use the maps on the following pages to negotiate your way through the treacherous underground pathway. If you leave the cave before you find the southern exit, all of the puzzles will reset.

First Floor





#42 GOLBAT

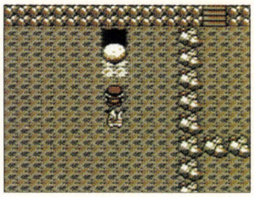
TYPE: POISON/FLYING

When it feeds on a victim's energy, Golbat tends to gorge itself. It often swells with power until it's too fat to fly.

SEAFOAM ISLAND	Y	R	B
#41 ZUBAT	MANY	FEW	FEW
#42 GOLBAT	FEW	FEW	FEW
#54 PSYDUCK	NONE	FEW	MANY
#55 GOLDUCK	NONE	FEW	NONE
#79 SLOWPOKE	FEW	MANY	FEW
#80 SLOWBRO	NONE	NONE	FEW
#86 SEEL	NONE	MANY	MANY
#90 SHELLDER	NONE	MANY	NONE
#98 KRABBY	MANY	NONE	FEW
#116 HORSEA	NONE	FEW	NONE
#120 STARYU	NONE	NONE	MANY

Rock & Roll

As you descend, use your Strength to roll the loose boulders into the dark pits. The idea is to use the boulders to block the river on the third level down—if you don't block the river first, the current will sweep you down to level four. Once the current is blocked, cross over to the right side of level three and climb up the ladder marked "J" on the map on page 54. Keep climbing up the ladders until you reach the first level and the southern exit.



#52 MEOWTH

B TYPE: NORMAL

If you have a Blue version of the game, look in the fields around Route 5 or 6 to find a Meowth. If you have a Red version, you must trade for one.

Lev. 28

#53 PERSIAN

B TYPE: NORMAL

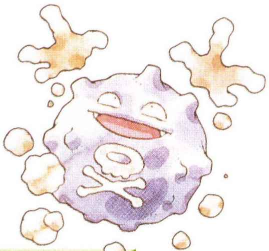
Persian is as clever as it is powerful, using its Growl to reduce an opponent's attack power before striking with its teeth and claws.

#124 JYNX

R B TYPE: ICE/PSYCHIC

Jynx has an unusual combination of Ice and Psychic characteristics. It is also unusual in that it does not evolve, though its powers do grow stronger over time.

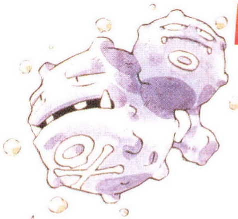
#109 KOFFING



R B TYPE: POISON

Koffing stores poison gases within its body, and it is known sometimes to explode without warning.

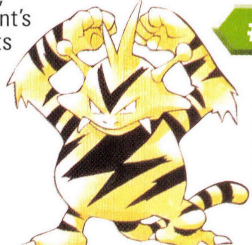
Lev. 35



#110 WEEZING

R B TYPE: POISON

With much of its body made up of liquid rather than gas, Weezing is much denser and heavier than Koffing.



#125 ELECTABUZZ

R TYPE: ELECTRIC

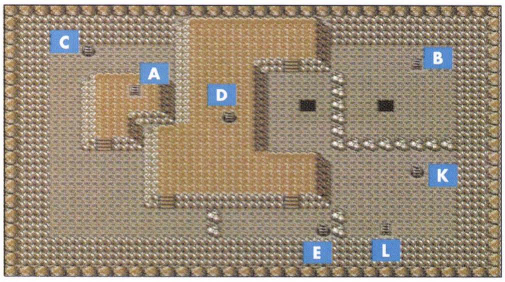
Like most Pokémon of its type, Electabuzz is drawn to strong sources of electricity, and the Power Plant is the only place you can find one.

#126 MAGMAR

B TYPE: FIRE

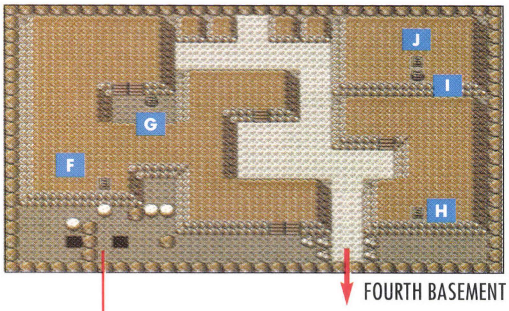
Magmar's skin glows steadily with a bright, orange fire.

First Basement

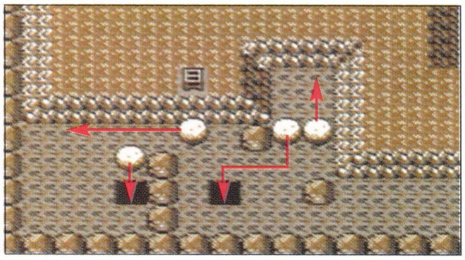


1st Basement	Y	R	B
#41 ZUBAT	MANY	NONE	NONE
#42 GOLBAT	FEW	NONE	NONE
#54 PSYDUCK	NONE	NONE	FEW
#79 SLOWPOKE	FEW	FEW	NONE
#86 SEEL	FEW	FEW	FEW
#87 DEWGONG	NONE	FEW	FEW
#90 SHELLDER	NONE	MANY	MANY
#98 KRABBY	MANY	NONE	MANY
#99 KINGLER	FEW	NONE	FEW
#116 HORSEA	NONE	MANY	NONE
#117 SEADRA	NONE	FEW	NONE
#120 STARYU	NONE	MANY	MANY

Third Basement



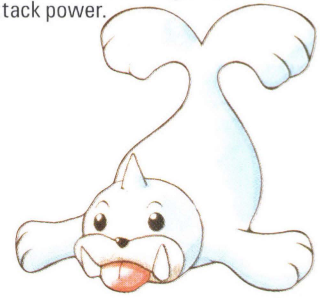
Using Strength, follow these arrows to roll the boulders into the holes. After you've dropped a rock in each pit, jump into one of the holes yourself. The current should be blocked, and you'll be able to reach Articuno.



#86 SEEL

TYPE: WATER

The arctic-dwelling Seel's Aurora Beam does double duty, dealing damage and sometimes decreasing an enemy's attack power.



Lev. 34

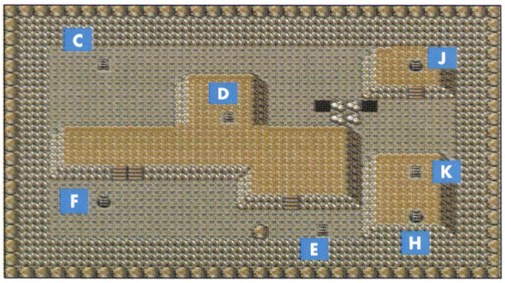
#87 DEWGONG

TYPE: WATER/ICE

Use Dewgong's Rest ability with caution. If Dewgong does recover 100% of its HP with this ability, it will then skip two turns.

3rd Basement	Y	R	B
#41 ZUBAT	MANY	NONE	NONE
#42 GOLBAT	MANY	NONE	NONE
#54 PSYDUCK	NONE	NONE	MANY
#72 TENTACOOL	MANY	NONE	NONE
#79 SLOWPOKE	NONE	MANY	NONE
#86 SEEL	FEW	MANY	MANY
#87 DEWGONG	FEW	FEW	FEW
#90 SHELLDER	NONE	FEW	NONE
#98 KRABBY	MANY	NONE	FEW
#99 KINGLER	FEW	NONE	FEW
#116 HORSEA	NONE	FEW	NONE
#117 SEADRA	NONE	FEW	NONE
#120 STARYU	MANY	NONE	FEW

Second Basement



2nd Basement	Y	R	B
#41 ZUBAT	MANY	NONE	NONE
#42 GOLBAT	FEW	FEW	FEW
#54 PSYDUCK	NONE	NONE	MANY
#55 GOLDUCK	NONE	NONE	FEW
#79 SLOWPOKE	FEW	MANY	NONE
#80 SLOWBRO	FEW	NONE	NONE
#86 SEEL	FEW	MANY	MANY
#90 SHELLDER	NONE	FEW	FEW
#98 KRABBY	MANY	NONE	FEW
#99 KINGLER	FEW	NONE	NONE
#116 HORSEA	NONE	FEW	NONE
#120 STARYU	NONE	FEW	FEW

Fish Finder	Y	R B
#90 SHELLDER		●
#98 KRABBY	●	
#99 KINGLER	●	
#116 HORSEA		●
#118 GOLDEEN		●
#120 STARYU	●	●

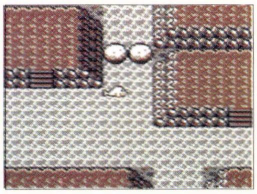
#144 ARTICUNO

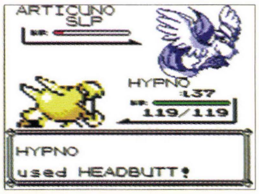
TYPE: ICE/FLYING

The Zapdos in the Power Plant was the first of three mystical, Flying-type Pokémon you'll find, with Articuno being the second. It, too, is waiting in plain sight.

Blockade Runner

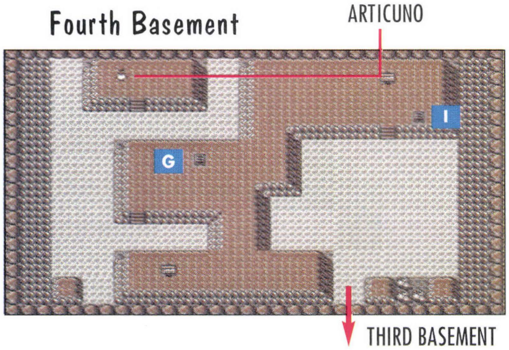
To reach Articuno, first climb down to the third level and roll a boulder into each of the two pits in the lower-left corner. This will block the river on the level below and keep you from being swept away. Take the ladder marked "K" on the map to the next level down. Use the Surf ability to enter the river on the left. Paddle north until you come to a stone platform. If you want to capture Articuno, we recommend using Ultra Balls and Sleep-inducing attacks.





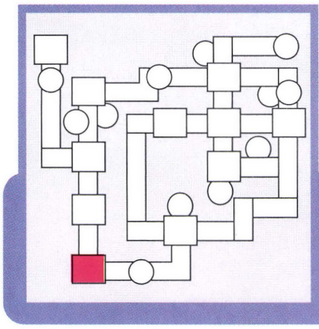
HYPNO used HEADBUTT!

Fourth Basement



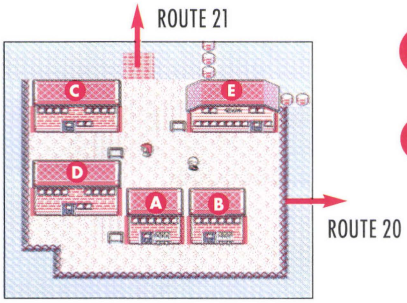
FISH FINDER	Y	R B
#90 SHELLDER		•
#98 KRABBY	•	
#99 KINGLER	•	
#116 HORSEA		•
#118 GOLDEEN		•
#120 STARYU	•	•

4th BASEMENT	Y	R	B
#41 ZUBAT	MANY	NONE	NONE
#42 GOLBAT	MANY	FEW	FEW
#54 PSYDUCK	NONE	NONE	FEW
#55 GOLDUCK	NONE	NONE	FEW
#72 TENTACOOL	MANY	NONE	NONE
#79 SLOWPOKE	NONE	FEW	NONE
#80 SLOWBRO	NONE	FEW	NONE
#86 SEEL	FEW	FEW	FEW
#87 DEWGONG	FEW	NONE	NONE
#90 SHELLDER	NONE	MANY	NONE
#98 KRABBY	MANY	NONE	MANY
#99 KINGLER	FEW	NONE	NONE
#116 HORSEA	NONE	MANY	NONE
#120 STARYU	MANY	NONE	MANY



CINNABAR ISLAND

One of the Pokémon research centers on Cinnabar Island has been destroyed. A genetically engineered Pokémon broke free of its cage and escaped, demolishing the lab in the process. Luckily for you, the cloning facility is safe and sound. You'd better be careful as you walk the creature's back trail—be sure to read any literature you might find to learn about this doomed experiment.



FISH FINDER	Y	R B
#72 TENTACOOL	•	
#90 SHELLDER		•
#116 HORSEA		•
#118 GOLDEEN		•
#120 STARYU	•	•

A Pokémon Center

B Pokémon Mart

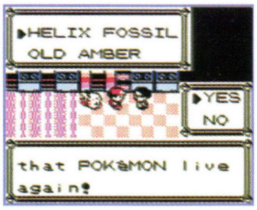
ULTRA BALL	1,200
GREAT BALL	600
HYPER POTION	1,500
MAX REPEL	700
ESCAPE ROPE	550
FULL HEAL	600
REVIVE	1,500

C Pokémon Mansion

The genetically engineered Pokémon known as Mewtwo was created in this facility.

D Pokémon Lab

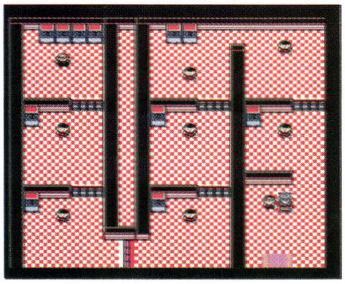
Give your fossil and the Old Amber to the scientists here. Leave the building and return to receive living examples of prehistoric Pokémon.

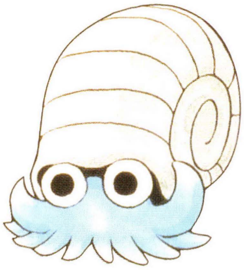


that POKéMON live again!

E Pokémon Gym

The gym is locked up tight. The key to the front door is in a nearby building. Once you've found a way in it's possible to avoid confrontation, but it'd be wise to fight all of Blaine's underlings to gain experience.

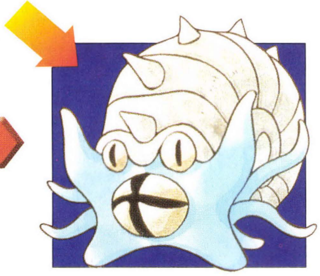




#138 OMANYTE

TYPE: ROCK/WATER

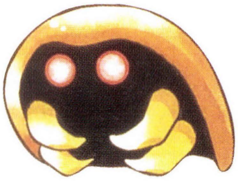
This Pokémon must be cloned from the Helix Fossil by the Pokémon Lab.



#139 OMASTAR

TYPE: ROCK/WATER

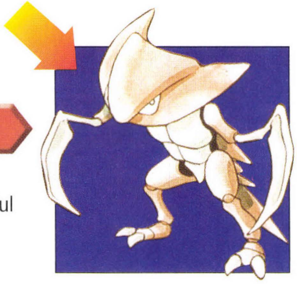
Scientists as yet have little data about this resurrected Pokémon.



#140 KABUTO

TYPE: ROCK/WATER

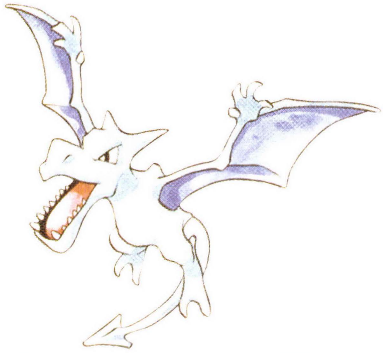
Seen from above, this cunning, beetle-like Pokémon is often mistaken for a smooth river rock.



#141 KABUTOPS

TYPE: ROCK/WATER

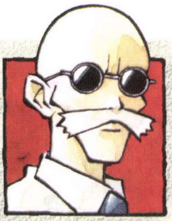
At level 53 Kabutops gains the powerful hydro Pump attack.



#142 AERODACTYL

TYPE: ROCK/FLYING

The Pokémon Lab can use the Old Amber from the Pewter City Museum to clone a new Aerodactyl.



Cinnabar Isl. Gym Leader:

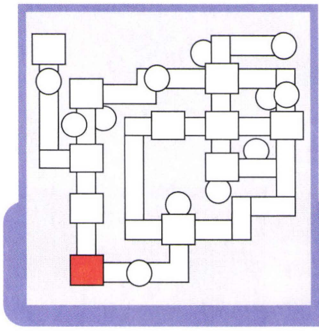
Blaine

Y	R B
LEV. 48 #38 NINETALES	LEV. 42 #58 GROWLITHE
LEV. 50 #78 RAPIDASH	LEV. 40 #77 PONYTA
LEV. 54 #59 ARCANINE	LEV. 42 #78 RAPIDASH
	LEV. 47 #59 ARCANINE

PRIZES **VOLCANO BADGE/TM 38**

If you manage to put a damper on Blaine's fiery team, he'll reward you with the Volcano Badge and TM 38, which contains Fire Blast. The badge will boost the power of all your Pokémon's special attacks.

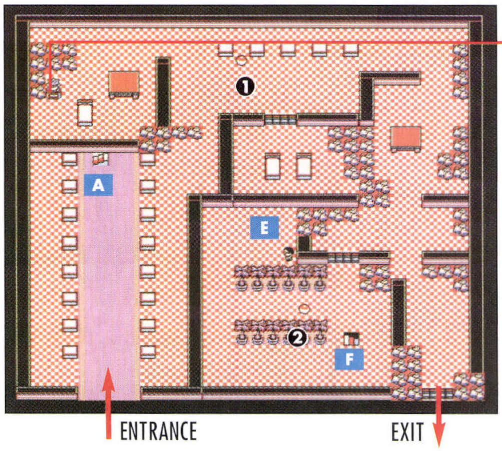
Blaine is not just blowing smoke when he says his Pokémon are hot stuff. In order to snuff out his threat, attack with Water- or Ground-type Pokémon. Your creatures may sustain burns during the battle, so keep a supply of Burn Heal on hand just in case. If you keep dousing Blaine's flames with Ground- or Water-type attacks, you'll defeat him with relative ease.



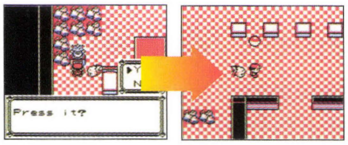
POKéMON MANSION

Buried somewhere in the rubble of Pokémon Mansion is the Secret Key that opens the Cinnabar Island Gym. There are plenty of salvageable items amongst the wreckage, as well as clues regarding the dangerous experimental Pokémon that escaped. Hunt carefully, as there are lots of powerful Pokémon here as well!

First Floor

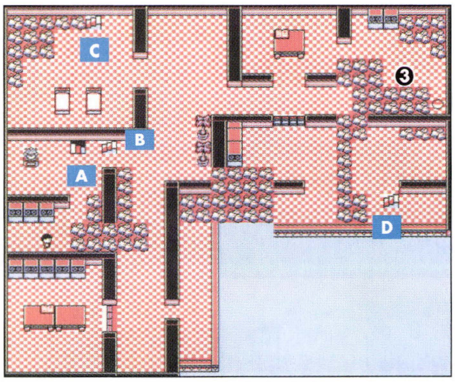


Unlocking the many doors throughout Pokémon Mansion is no more difficult than pressing the buttons on the statues on each floor. These maps show the doors in their default positions, so you can predict which ones will disappear when you press the buttons. Push them as needed to make your way through the level and collect all the items.



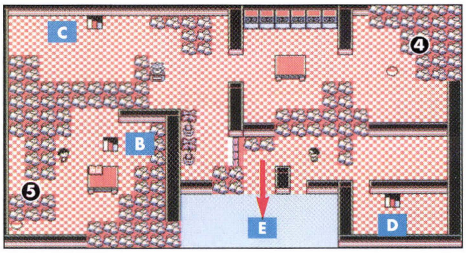
1st FLOOR	Y	R	B
#19 RATTATA	MANY	NONE	NONE
#20 RATICATE	MANY	NONE	NONE
#37 VULPIX	NONE	NONE	FEW
#58 GROWLITHE	FEW	FEW	NONE
#77 PONYTA	NONE	MANY	MANY
#88 GRIMER	MANY	FEW	MANY
#89 MUK	NONE	FEW	FEW
#109 KOFFING	NONE	MANY	FEW
#110 WEEZING	NONE	FEW	FEW

Second Floor



2nd FLOOR	Y	R	B
#19 RATTATA	MANY	NONE	NONE
#20 RATICATE	MANY	NONE	NONE
#37 VULPIX	NONE	NONE	MANY
#58 GROWLITHE	NONE	MANY	NONE
#77 PONYTA	NONE	FEW	FEW
#88 GRIMER	MANY	FEW	MANY
#89 MUK	FEW	FEW	FEW
#109 KOFFING	NONE	MANY	FEW
#110 WEEZING	NONE	FEW	FEW

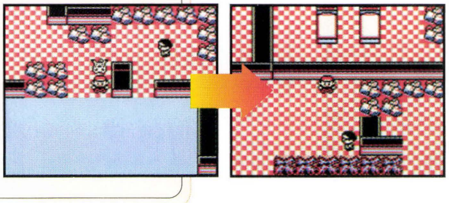
Third Floor



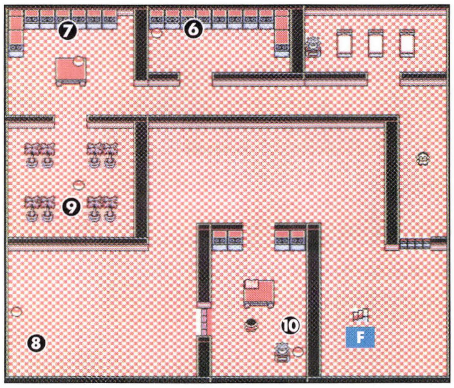
3rd FLOOR	Y	R	B
#19 RATTATA	MANY	NONE	NONE
#20 RATICATE	MANY	NONE	NONE
#37 VULPIX	NONE	NONE	MANY
#58 GROWLITHE	NONE	MANY	NONE
#77 PONYTA	NONE	FEW	FEW
#88 GRIMER	MANY	FEW	MANY
#89 MUK	FEW	FEW	FEW
#109 KOFFING	NONE	MANY	FEW
#110 WEEZING	NONE	FEW	FEW
#126 MAGMAR	NONE	NONE	FEW

Leap of Faith

The Secret Key to the local gym is in the basement, but you must go upstairs first. As you explore, flip the switches on the statues to open the electronic doors. Make your way up to the third floor and leap off the ledge in the bottom-right corner. You'll land in the basement. Defeat a nearby trainer to open another door. Follow the hall to find the key.



Basement



BASEMENT	Y	R	B
#20 RATICATE	MANY	NONE	NONE
#37 VULPIX	NONE	NONE	MANY
#58 GROWLITHE	NONE	MANY	NONE
#77 PONYTA	NONE	FEW	FEW
#88 GRIMER	MANY	FEW	MANY
#89 MUK	FEW	FEW	FEW
#109 KOFFING	NONE	MANY	FEW
#110 WEEZING	NONE	FEW	FEW
#126 MAGMAR	NONE	NONE	FEW
#132 DITTO	FEW	NONE	NONE

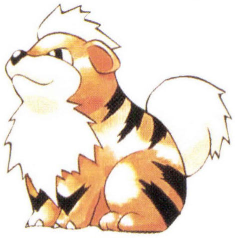
ITEMS

❶ ESCAPE ROPE
❷ CARBOS
❸ CALCIUM
❹ IRON
❺ MAX POTION
❻ RARE CANDY
❼ TM 22
❽ FULL RESTORE
❾ SECRET KEY
❿ TM 14

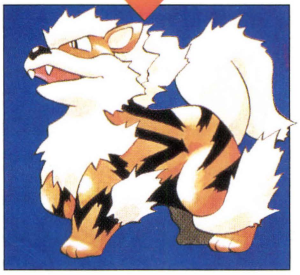
#58 GROWLITHE

TYPE: FIRE

The elusive Growlithe can be found only on Route 7, Route 8 or Cinnabar Island. Handle combat with it carefully.



Fire Stone



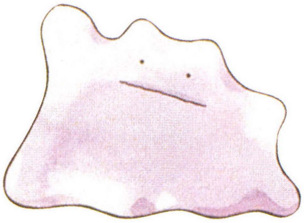
#59 ARCANINE

TYPE: FIRE

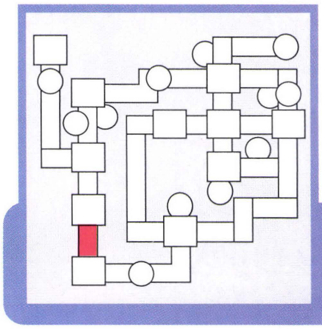
Arcanine's formidable arsenal of special attacks includes Roar, Ember, Leer and Take Down. Ground-, Rock- and Water-type Pokémon, however, can put out this puppy's fire.

#132 DITTO

TYPE: NORMAL



Ditto has the amazing ability to copy the form and powers of its opponent.

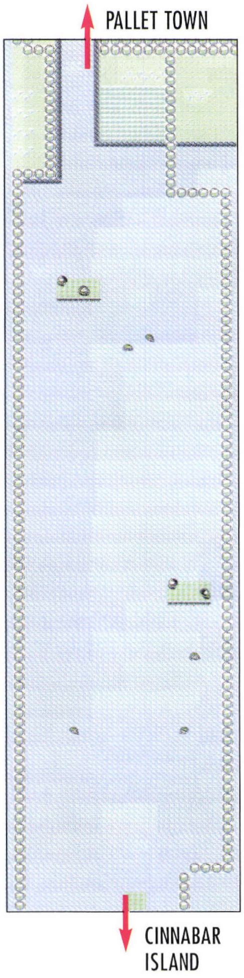


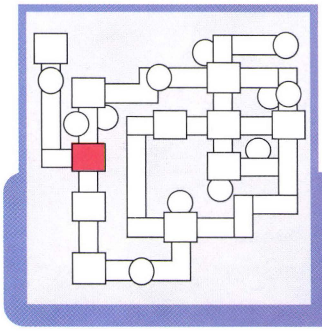
ROUTE 21

After you defeat Blaine, Surf north to Pallet Town. You'll contend with plenty of waterborne trainers along the way, so be sure to replenish your Pokémon for the journey. Once you make it back onto dry land at the southern point of Pallet Town, hoof it north to return to Viridian City.

FISH FINDER	Y	R B
#72 TENTACOOL	•	
#73 TENTACRUEL	•	
#90 SHELLDER		•
#116 HORSEA		•
#118 GOLDEEN		•
#120 STARYU	•	•

ROUTE 21	Y	R	B
#16 PIDGEY	MANY	MANY	MANY
#17 PIDGEOTTO	FEW	FEW	FEW
#19 RATTATA	MANY	MANY	MANY
#20 RATICATE	FEW	MANY	MANY
#72 TENTACOOL	MANY	MANY	MANY
#114 TANGELA	NONE	FEW	FEW



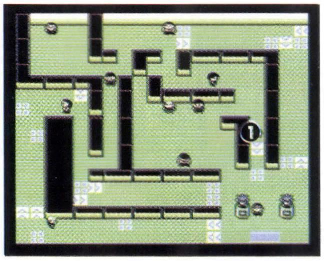


VIRIDIAN CITY

You'll soon discover that the Viridian City Gym has recently reopened, and the head trainer has issued an open challenge to all comers. Who could this mysterious trainer be, and where was he hiding? As it turns out, you know him pretty well already.

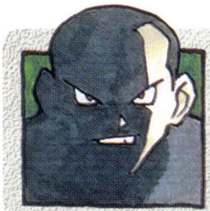
Pokémon Gym

The protegé trainers are no slouches, and seemingly easy paths around them are complicated by the special tiles that bounce you around like a pinball. Bring plenty of Potions and head back to the PokéCenter if you take too much damage.



ITEMS

❶ REVIVE

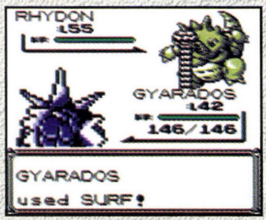


Viridian City Gym Leader:

Giovanni

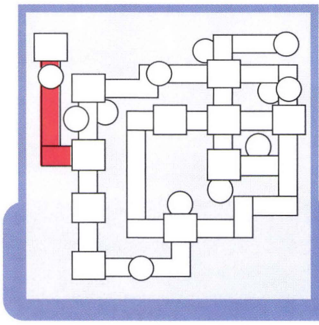
Y		R B	
LEV. 50	#51 DUGTRIO	LEV. 45	#111 RHYHORN
LEV. 53	#53 PERSIAN	LEV. 42	#51 DUGTRIO
LEV. 53	#31 NIDOQUEEN	LEV. 44	#31 NIDOQUEEN
LEV. 55	#24 NIDOKING	LEV. 45	#24 NIDOKING
LEV. 55	#112 RHYDON	LEV. 50	#112 RHYDON

Well, well, if it isn't your old nemesis, Giovanni, back again for more. After his defeat in Saffron City, Giovanni returned to his old job as leader of the Viridian City Gym. Now that he's given up on crime, he'll gladly reward you—if you best him in battle, that is! His team is quite powerful in all versions, but a good mix of Water-, Ground- and Psychic-type Pokémon should prove to be more than a match for him.


RHYDON
:L55
GYARADOS
:L42
146/146
GYARADOS
used SURF!

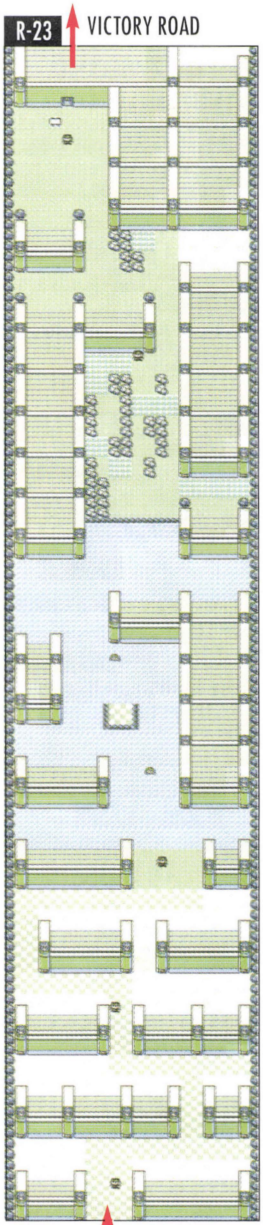
PRIZES **EARTH BADGE/TM 27**

Best Giovanni a final time and he'll fork over the Earth Badge, which ensures that Pokémon of any level will obey you. You'll also get TM 28, which contains Fissure.

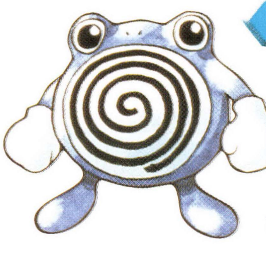


ROUTES 22 & 23

Your final challenge is to prove your skill as a trainer by defeating the Pokémon League's Elite Four. You won't be seeing a Pokémon Center or a Pokémon Mart for a while, so stock up on items before you leave Viridian City. Head west out of the city and follow Routes 22 and 23 to the Pokémon League headquarters.



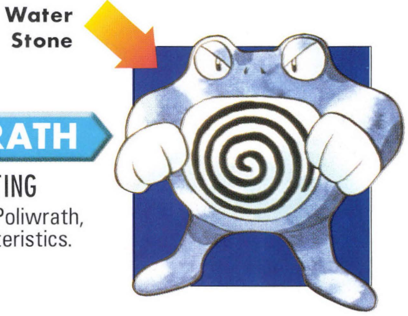
ROUTE 23	Y	R	B
#21 SPEAROW	NONE	MANY	MANY
#22 FEAROW	FEW	MANY	MANY
#23 EKANS	NONE	MANY	NONE
#24 ARBOK	NONE	FEW	NONE
#27 SANDSHREW	NONE	NONE	MANY
#28 SANDSLASH	NONE	NONE	FEW
#30 NIDORINA	MANY	NONE	NONE
#33 NIDORINO	MANY	NONE	NONE
#56 MANKEY	MANY	NONE	NONE
#57 PRIMEAPE	FEW	NONE	NONE
#132 DITTO	NONE	MANY	MANY



#61 POLIWHIRL

TYPE: WATER

Unlike Poliwag, Poliwhirl is fully amphibious. It uses various mental techniques to increase the power of its special attacks.



#62 POLIWRATH

TYPE: WATER/FIGHTING

When Poliwhirl evolves into Poliwrath, it gains Fighting-type characteristics.

FISH FINDER	Y	R B
#60 POLIWAG	•	
#61 POLIWHIRL	•	
#80 SLOWBRO		•
#99 KINGLER		•
#11 SEADRA		•
#119 SEAKING		•

Gary
Battle 6

SANDSLASH
L47

VENUSAUR
L42
133/133

VENUSAUR
used RAZOR LEAF!

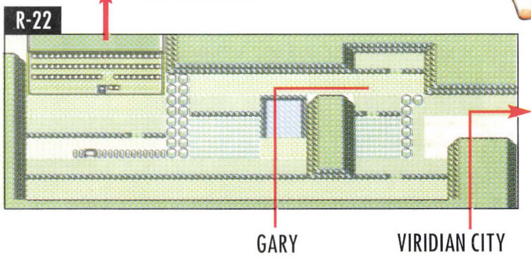
	Y
LEV. 47	#28 SANDSLASH
LEV. 45	#102 EXEGGCUTE
LEV. 45	#38 NINETALES
LEV. 47	#91 CLOYSTER
LEV. 50	#64 KADABRA
LEV. 53	#133 EEVEE(EVOL)

Gary's not going to let you just march up and challenge the Pokémon League without a test. His team is widely varied in all versions, so you'll have to match each of them with effective Pokémon. If possible, bring a team of high-level Pokémon from each of the following types: Fire, Water, Electric, Ground and Ice.

#57 PRIMEAPE

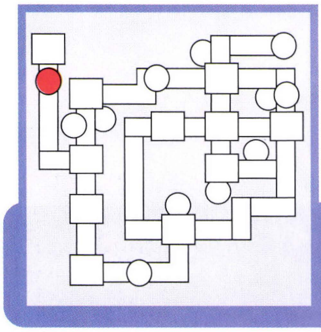
TYPE: FIGHTING

Primeape has an incredible temper, and that makes it doubly dangerous in combat. Its Karate Chop attack is formidable.



ROUTE 22	Y	R	B
#19 RATTATA	FEW	MANY	MANY
#21 SPEAROW	FEW	FEW	FEW
#29 NIDORAN ♀	MANY	FEW	MANY
#32 NIDORAN ♂	MANY	MANY	FEW
#56 MANKEY	MANY	NONE	NONE

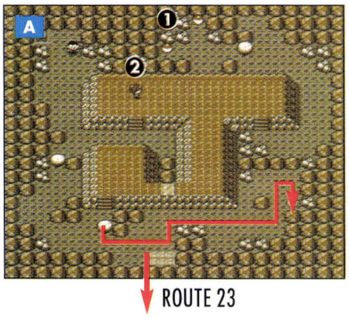
FISH FINDER	Y	R B
#60 POLIWAG	•	•
#61 POLIWHIRL	•	
#118 GOLDEEN		•



VICTORY ROAD

Enter the league's front door to find yourself in the rocky cavern known as Victory Road. The trick here is to push the loose boulders onto the round switches to open up new paths. You must open the path to ladder D on the second floor. This leads to ladder E, which leads to the exit.

First Floor



1st FLOOR	Y	R	B
#41 ZUBAT	FEW	MANY	MANY
#42 GOLBAT	NONE	FEW	FEW
#66 MACHOP	NONE	MANY	MANY
#67 MACHOKE	NONE	FEW	FEW
#74 GEODUDE	MANY	MANY	MANY
#75 GRAVELER	FEW	FEW	FEW
#95 ONIX	FEW	FEW	FEW
#105 MAROWAK	NONE	FEW	FEW

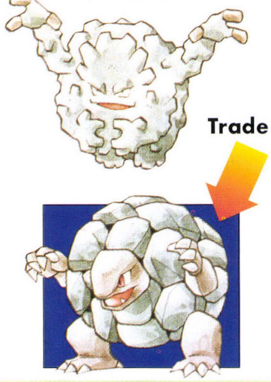
ITEMS

- ❶ TM 43
- ❷ RARE CANDY
- ❸ GUARD SPEC.
- ❹ TM 05
- ❺ TM 17
- ❻ FULL HEAL
- ❼ TM 47
- ❽ MAX REVIVE

#75 GRAVELER

TYPE: ROCK/GROUND

At level 25, Geodude evolves into Graveler, developing several layers of jagged scales on its rocky skin. These scales chip off in battle but are quickly replaced.

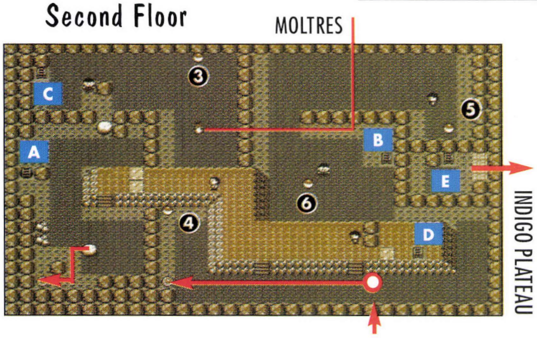


#76 GOLEM

TYPE: ROCK/GROUND

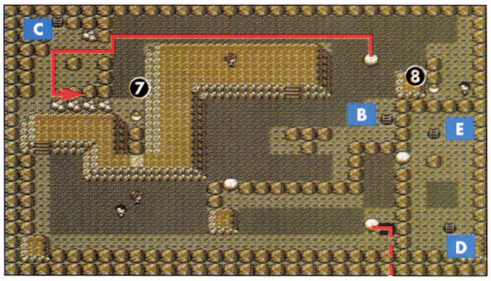
Golem tend to be much larger than their earlier forms, so they stand out more in their surroundings.

Second Floor



2nd FLOOR	Y	R	B
#41 ZUBAT	FEW	MANY	MANY
#42 GOLBAT	FEW	FEW	FEW
#66 MACHOP	NONE	MANY	MANY
#67 MACHOKE	FEW	FEW	FEW
#74 GEODUDE	MANY	MANY	MANY
#75 GRAVELER	FEW	FEW	FEW
#95 ONIX	FEW	FEW	FEW
#105 MAROWAK	NONE	FEW	FEW

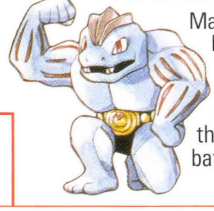
Third Floor



3rd FLOOR	Y	R	B
#41 ZUBAT	NONE	MANY	MANY
#42 GOLBAT	MANY	FEW	FEW
#49 VENOMOTH	NONE	FEW	FEW
#66 MACHOP	NONE	MANY	MANY
#67 MACHOKE	FEW	FEW	FEW
#74 GEODUDE	MANY	MANY	MANY
#75 GRAVELER	FEW	FEW	FEW
#95 ONIX	FEW	FEW	FEW

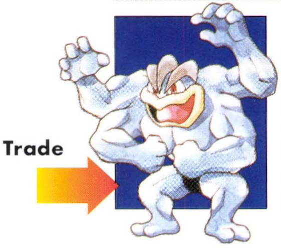
#67 MACHOKE

TYPE: FIGHTING



Machoke likes body-building even more than Machop, but its vanity can get in the way of its combat training.

#68 MACHAMP



TYPE: FIGHTING

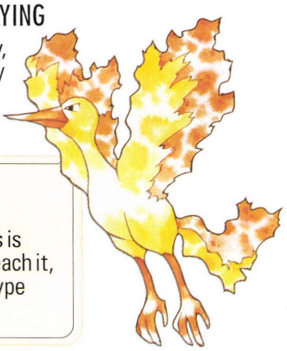
Machoke must be traded to another Game Pak to transform it into Machamp. It gains an extra pair of arms in the process.

Use a Pokémon that commands Strength to push the boulder into the hole on the third floor. Then traipse down to the second floor and push it all the way to the left, where its weight will depress a switch and open up the way for you to proceed.

#146 MOLTRES

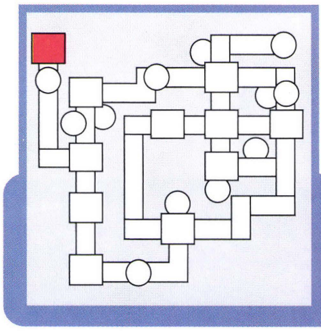
TYPE: FIRE/FLYING

Moltres appears so rarely, most people think it's only a myth. If spotted, it disappears in a flash of fire.



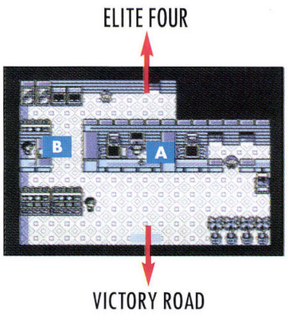
Buried Treasure

Like Zapdos and Articuno, Moltres appears only once per game, so this is your only chance to capture it. Moltres is on the second level, but to reach it, you must first take the ladder marked "C" to go back down. The Fire-type Moltres is at experience level 50, so be ready!



INDIGO PLATEAU

Here at Indigo Plateau, you have one last chance to rest and buy items before battling the Elite Four. You'll fight them one at a time, and you can't leave until you're victorious. This is the moment you've trained for, so good luck! Remember that you once you've beaten them, you can come back again and fight anytime to amass money and experience.



A ***Pokémon Center***

B ***Pokémon Mart***

ULTRA BALL	1,200
GREAT BALL	600
FULL RESTORE	3,000
MAX POTION	2,500
FULL HEAL	600
REVIVE	1,500
MAX REPEL	700

Lorelei

LEV. 54	#87 DEWGONG
LEV. 53	#91 CLOYSTER
LEV. 54	#80 SLOWBRO
LEV. 56	#124 JYNX
LEV. 56	#131 LAPRAS

Your first duel is with Lorelei, Mistress of Icy Pokémon. Fire-type, Fighting-type and Rock-type Pokémon all have a combat advantage against Ice-types. Many of her Pokémon also have Water-type characteristics, so be sure to guard against those powers, too.

Bruno

LEV. 53	#95 ONIX
LEV. 55	#107 HITMONCHAN
LEV. 55	#106 HITMONLEE
LEV. 56	#95 ONIX
LEV. 58	#68 MACHAMP

Bruno is the second of the Elite Four trainers. Fighting-type Pokémon are his specialty, but he also has two Onix to round out his squad. If you want to go the distance, remember that Flying-type and Psychic-type Pokémon are more than a match for Fighting-types.

Agatha

LEV. 56	#94 GENGAR
LEV. 56	#42 GOLBAT
LEV. 55	#93 HAUNTER
LEV. 58	#24 ARBOK
LEV. 60	#94 GENGAR

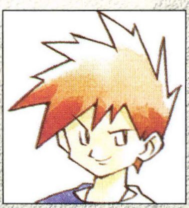
If it's a challenge you want, then Agatha is ready to deliver. No type of Pokémon has a big advantage in battle over Ghost-types, but Psychic-type attacks expose Gengar and Haunter's Poison-type vulnerability. Also focus on Ground- or Fire-type attacks.

Lance

LEV. 58	#130 GYARADOS
LEV. 56	#148 DRAGONAIR
LEV. 56	#148 DRAGONAIR
LEV. 60	#142 AERODACTYL
LEV. 62	#149 DRAGONITE

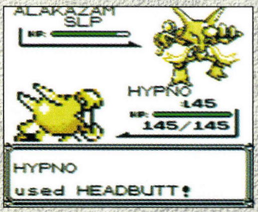
Lance is the leader of the Elite Four and the most powerful trainer in the Pokémon League. His Dragon-type Pokémon are vulnerable to Ice-type and Fighting-type powers. On the other hand, no Pokémon can defend well against Dragon-type attacks, so keep lots of Potion ready!

Gary



Gary Battle 7

Gary defeated the Elite Four before you even set foot on Victory Road, and now you must beat him if you want to claim the title of World's Greatest Pokémon Trainer. The first half of his team will always be Sandslash, Alakazam and Exeggcute in the Yellow version and Pidgeot, Alakazam and Rhydon in the Red and Blue. The rest of his team will vary from game to game, depending on the Pokémon he chose in the Red and Blue versions and the evolution of his Eevee in Yellow. Whatever he's got, you should be able to defeat him with level-45 Pokémon if you play wisely and carry lots of Max Revive and Max Potion.



HYPNO
used HEADBUTT!

Y Opponents

LEV. 61	#28 SANDSLASH
LEV. 59	#65 ALAKAZAM
LEV. 61	#103 EXEGGCUTE

Case 1

LEV. 61	#91 CLOYSTER
LEV. 63	#38 NINETALES
LEV. 65	#135 JOLTEON

Case 2

LEV. 61	#82 MAGNETON
LEV. 63	#91 CLOYSTER
LEV. 65	#136 FLAREON

Case 3

LEV. 61	#38 NINETALES
LEV. 63	#82 MAGNETON
LEV. 65	#134 VAPOREON

R B Opponents

LEV. 61	#18 PIDGEOT
LEV. 59	#65 ALAKAZAM
LEV. 61	#112 RHYDON

Case 1

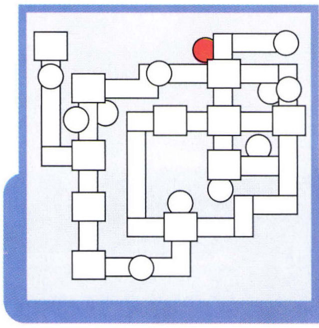
LEV. 61	#59 ARCANINE
LEV. 63	#103 EXEGGCUTE
LEV. 65	#9 BLASTOISE

Case 2

LEV. 61	#130 GYARADOS
LEV. 63	#59 ARCANINE
LEV. 65	#3 VENUSAUR

Case 3

LEV. 61	#103 EXEGGCUTE
LEV. 63	#130 GYARADOS
LEV. 65	#6 CHARIZARD

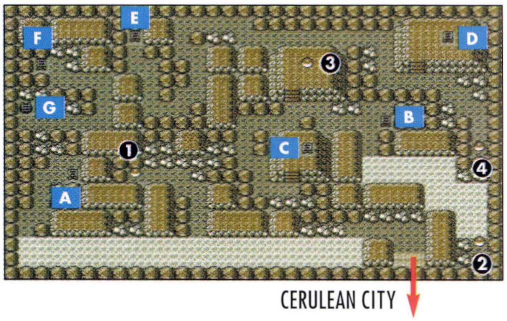


UNKNOWN DUNGEON

Now that you're the undisputed Pokémon League champion, it's time to capture the experimental Pokémon known as Mewtwo. If you select Continue after the credits roll, you'll pick up where you left off, with all of your Pokémon intact. Go back to Route 24, just north of Cerulean City. Dive into the water and Surf south until you reach a cave. Mewtwo is in there, on the lowest level.

Yellow

First Floor



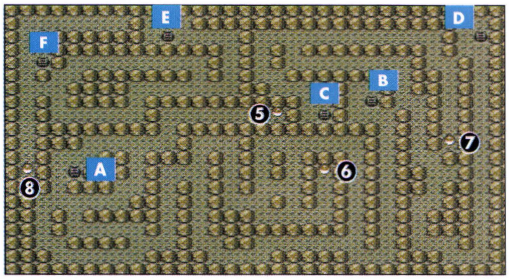
1st FLOOR	Y
#28 SANDSLASH	FEW
#42 GOLBAT	MANY
#44 GLOOM	FEW
#47 PARASECT	FEW
#49 VENOMOTH	FEW
#70 WEEPINBELL	FEW
#75 GRAVELER	MANY
#132 DITTO	FEW

ITEMS

❶	MAX ELIXIR
❷	RARE CANDY
❸	ULTRA BALL
❹	MAX REVIVE
❺	ULTRA BALL
❻	MAX REVIVE
❼	FULL RESTORE
❽	RARE CANDY
❾	MAX ELIXIR
❿	ULTRA BALL
⓫	MAX REVIVE
⓬	ULTRA BALL

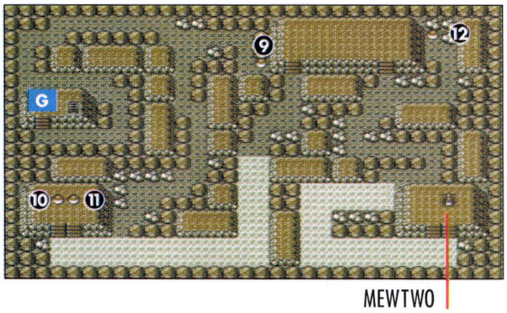
FISH FINDER	Y
#118 GOLDEEN	●
#119 SEAKING	●

Second Floor



2nd FLOOR	Y
#28 SANDSLASH	FEW
#42 GOLBAT	MANY
#44 GLOOM	FEW
#70 WEEPINBELL	FEW
#75 GRAVELER	MANY
#111 RHYHORN	FEW
#112 RHYDON	FEW
#132 DITTO	FEW

Basement

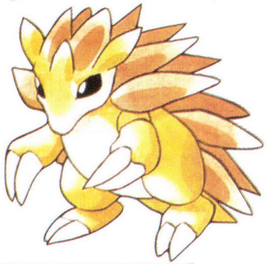


BASEMENT	Y
#42 GOLBAT	MANY
#75 GRAVELER	MANY
#108 LICKITUNG	FEW
#111 RHYHORN	FEW
#112 RHYDON	FEW
#113 CHANSEY	FEW
#132 DITTO	FEW

#28 SANDSLASH

TYPE: GROUND

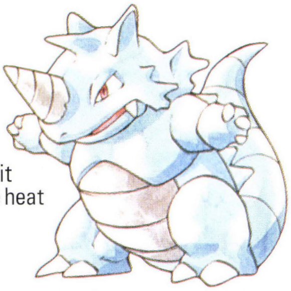
When threatened, Sandslash curls up into a little ball. It then rolls along the ground to attack or escape.



#111 RHYDON

TYPE: GROUND/ROCK

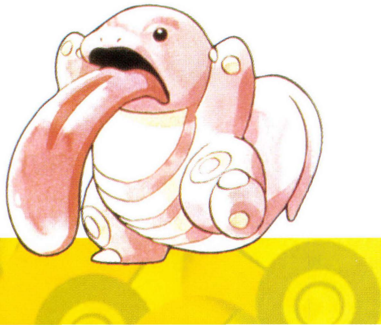
Rhydon lives far underground where temperatures reach well over 2,000 degrees. Its rock-like hide protects it from the extreme heat and pressure.



#108 LICKITUNG

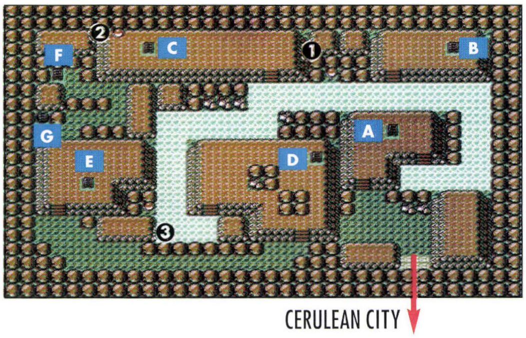
TYPE: NORMAL

Though comical in appearance, Lickitung can be quite formidable. Beware of its Wrap and Supersonic attacks!



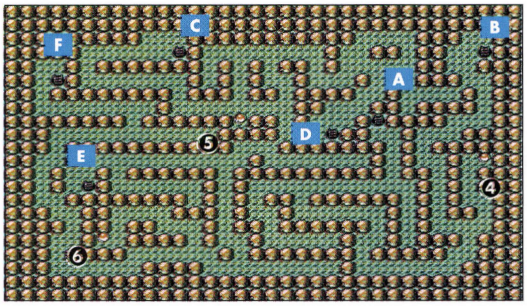
Red & Blue

First Floor



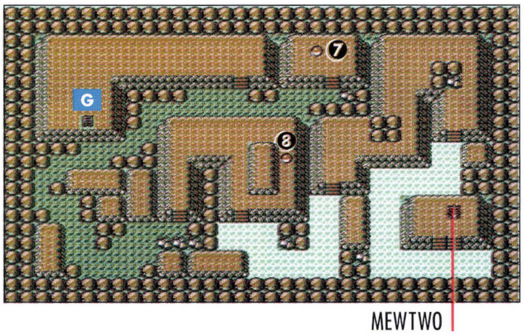
1st FLOOR	R	B
#24 ARBOK	FEW	NONE
#26 RAICHU	FEW	FEW
#28 SANDSLASH	NONE	FEW
#42 GOLBAT	MANY	MANY
#47 PARASECT	FEW	FEW
#49 VENOMOTH	FEW	FEW
#64 KADABRA	FEW	FEW
#82 MAGNETON	MANY	MANY
#85 DODRIO	FEW	FEW
#97 HYPNO	MANY	MANY
#132 DITTO	FEW	FEW

Second Floor



2nd FLOOR	R	B
#40 WIGGLYTUFF	FEW	FEW
#49 VENOMOTH	MANY	MANY
#64 KADABRA	MANY	MANY
#85 DODRIO	MANY	MANY
#101 ELECTRODE	FEW	FEW
#105 MAROWAK	FEW	FEW
#112 RHYDON	FEW	FEW
#113 CHANSEY	FEW	FEW
#132 DITTO	FEW	FEW

Basement



BASEMENT	R	B
#24 ARBOK	FEW	NONE
#26 RAICHU	FEW	FEW
#28 SANDSLASH	NONE	FEW
#47 PARASECT	FEW	FEW
#101 ELECTRODE	MANY	MANY
#105 MAROWAK	MANY	MANY
#112 RHYDON	MANY	MANY
#113 CHANSEY	FEW	FEW
#132 DITTO	FEW	FEW

FISH FINDER	R B
#80 SLOWBRO	●
#99 KINGLER	●
#117 SEADRA	●
#119 SEAKING	●

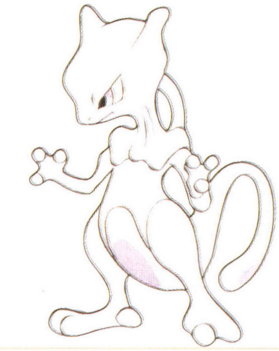
ITEMS

- ❶ MAX ELIXIR
- ❷ NUGGET
- ❸ FULL RESTORE
- ❹ PP UP
- ❺ FULL RESTORE
- ❻ ULTRA BALL
- ❼ MAX REVIVE
- ❽ ULTRA BALL

#150 MEWTWO

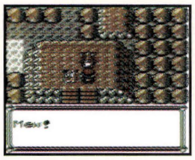
TYPE: PSYCHIC

Mewtwo was created in the Pokémon Lab on Cinnabar Island. Scientists tried to create the perfect fighting machine, and they succeeded—perhaps too well. Mewtwo is extremely hostile and can't stand being in a Poké Ball.

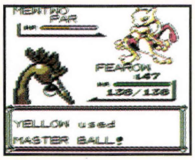


Mastering MewTwo

To reach Mewtwo, use the maps to follow the ladders back and forth between the levels. Follow the ladders in order from A to G. Once you reach the lowest level, go to the bottom-right corner to find Mewtwo. The only way guaranteed to capture Mewtwo is to use the Master Ball you received from the president of Silph Co. If you have the Master Ball, don't bother fighting; just use it right away. If you don't have the Master Ball, you'll have to snare Mewtwo the old-fashioned way.



Mew!

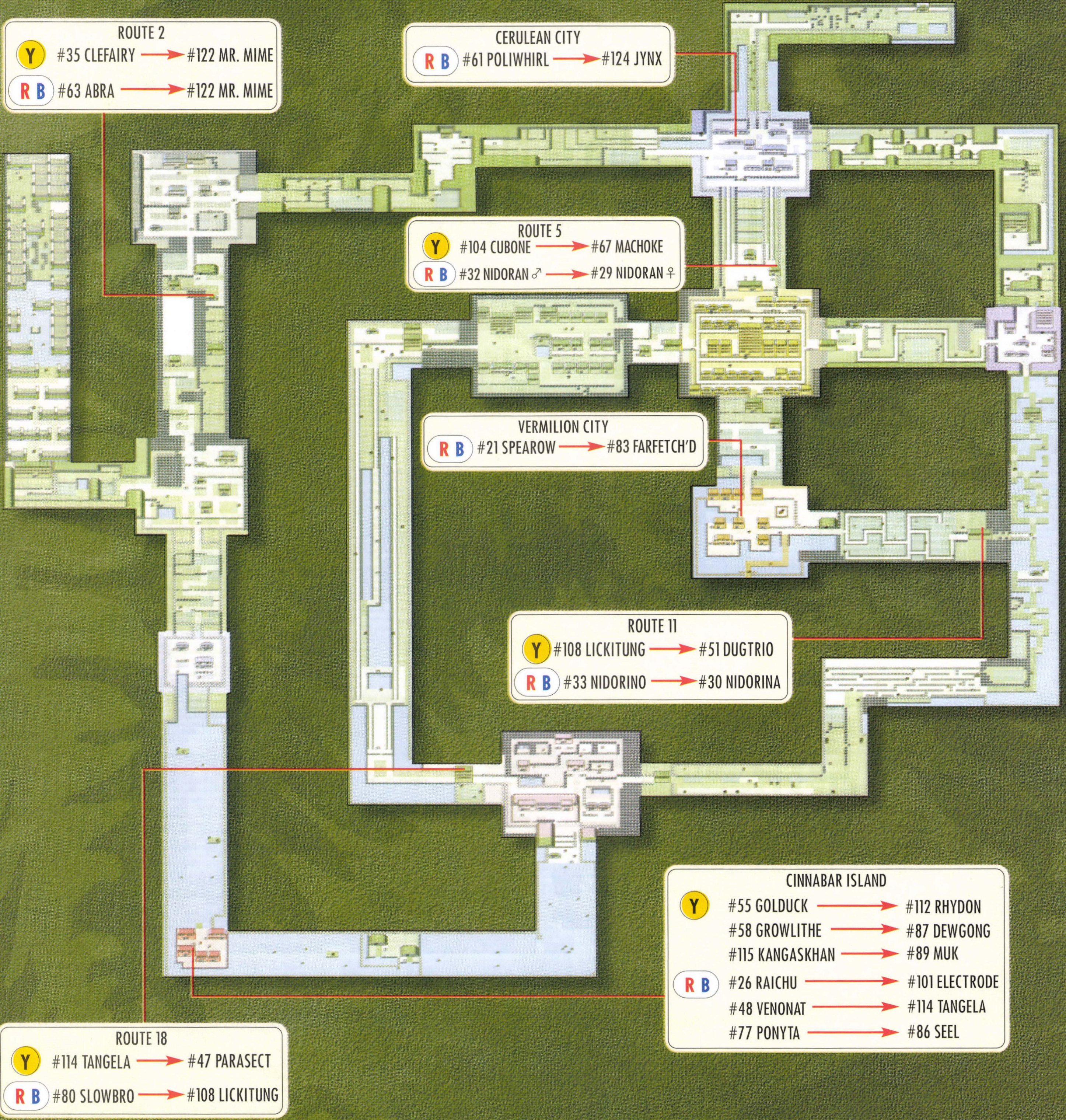


YELLOW used
MASTER BALL!

In-game Trading

There are many Pokémon that you can acquire only by trading with various characters in the game. We've pointed every single one of them out on the map below, along with the version the trade can be made in and the Pokémon required to seal the deal. Happy bartering!

trade one for
MR. MIME?



ROUTE 2
Y #35 CLEFAIRY → #122 MR. MIME
R B #63 ABRA → #122 MR. MIME

CERULEAN CITY
R B #61 POLIWHIRL → #124 JYNX

ROUTE 5
Y #104 CUBONE → #67 MACHOKE
R B #32 NIDORAN ♂ → #29 NIDORAN ♀

VERMILION CITY
R B #21 SPEAROW → #83 FARFETCH'D

ROUTE 11
Y #108 LICKITUNG → #51 DUGTRIO
R B #33 NIDORINO → #30 NIDORINA

CINNABAR ISLAND
Y #55 GOLDUCK → #112 RHYDON
#58 GROWLITHE → #87 DEWGONG
#115 KANGASKHAN → #89 MUK
R B #26 RAICHU → #101 ELECTRODE
#48 VENONAT → #114 TANGELA
#77 PONYTA → #86 SEEL

ROUTE 18
Y #114 TANGELA → #47 PARASECT
R B #80 SLOWBRO → #108 LICKITUNG

Gotta Stamp'em All

Each Pokémon has a data card in the Field Guide, pages 71 through 108. As you collect each one, peel off its stamp and place it in the space provided on its card.

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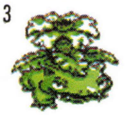
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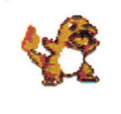
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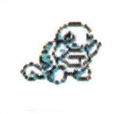
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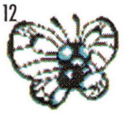
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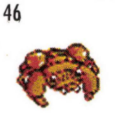
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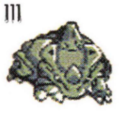
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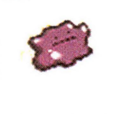
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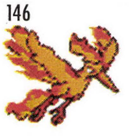
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Pokémon™

POKÉMON

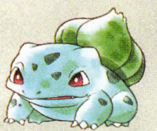
FIELD GUIDE

RARE POKéMON

All Pokémon are elusive, but you'll need to do extra legwork to acquire these uncommon creatures!

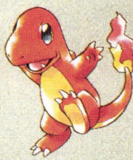
Pokémon Gifts!

To capture these seven Pokémon, you'll need to trigger specific events in the game. Characters you meet during your travels will give you the Pokémon as a reward for doing something special.



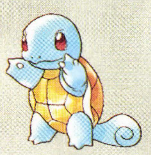
#1 BULBASAUR

Y



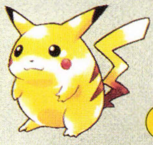
#4 CHARMANDER

Y



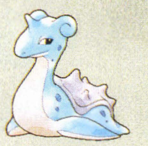
#7 SQUIRTLE

Y



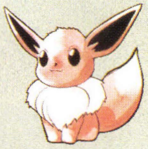
#25 PIKACHU

Y



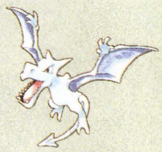
#131 LAPRAS

Y R B



#133 EEVEE

Y R B

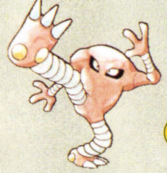


#142 AERODACTYL

Y R B

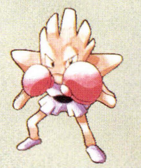
Pick and Choose

In every version, there will come a time when you'll have to choose only one of two or more rare Pokémon. Once you pick, you'll have to trade to add the other choice to your team.



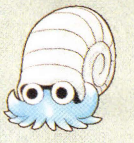
#106 HITMONLEE

Y R B



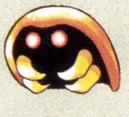
#107 HITMONCHAN

Y R B



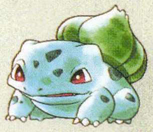
#138 OMANYTE

Y R B



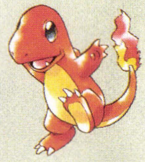
#140 KABUTO

Y R B



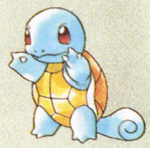
#1 BULBASAUR

R B



#4 CHARMANDER

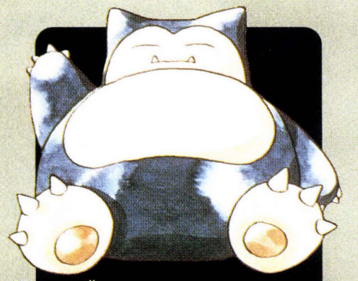
R B



#7 SQUIRTLE

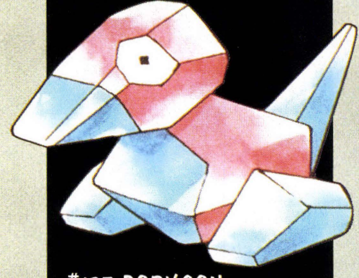
R B

OTHER RARITIES!



#143 SNORLAX

There are only two chances to capture Snorlax in the game, so don't miss out when you see this Pokémon snoozing in the middle of your path!

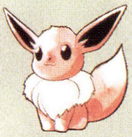


#137 PORYGON

You must use your winnings from the slot machines to buy Porygon, and in any version it's going to cost you a pretty penny. Start saving up early!

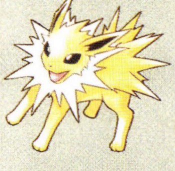
Evolving Eevee

After receiving an Eevee in Celadon Mansion, evolve it into one of three forms by exposing it to the Water, Thunder or Fire Stone.



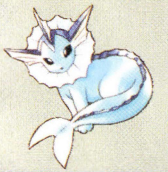
#133 EEVEE

Y R B



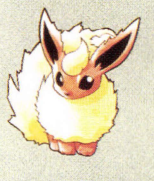
#135 JOLTEON

Y R B



#134 VAPOREON

Y R B

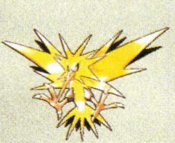


#136 FLAREON

Y R B

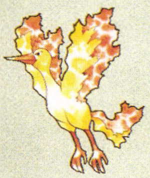
Legendary Pokémon

There are some Pokémon so rare that you'll have only one chance to battle and capture them. If you accidentally defeat these four Pokémon, you'll have to get them in a trade.



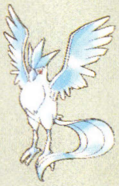
#145 ZAPDOS

Y R B



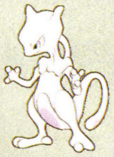
#146 MOLTRES

Y R B



#144 ARTICUNO

Y R B



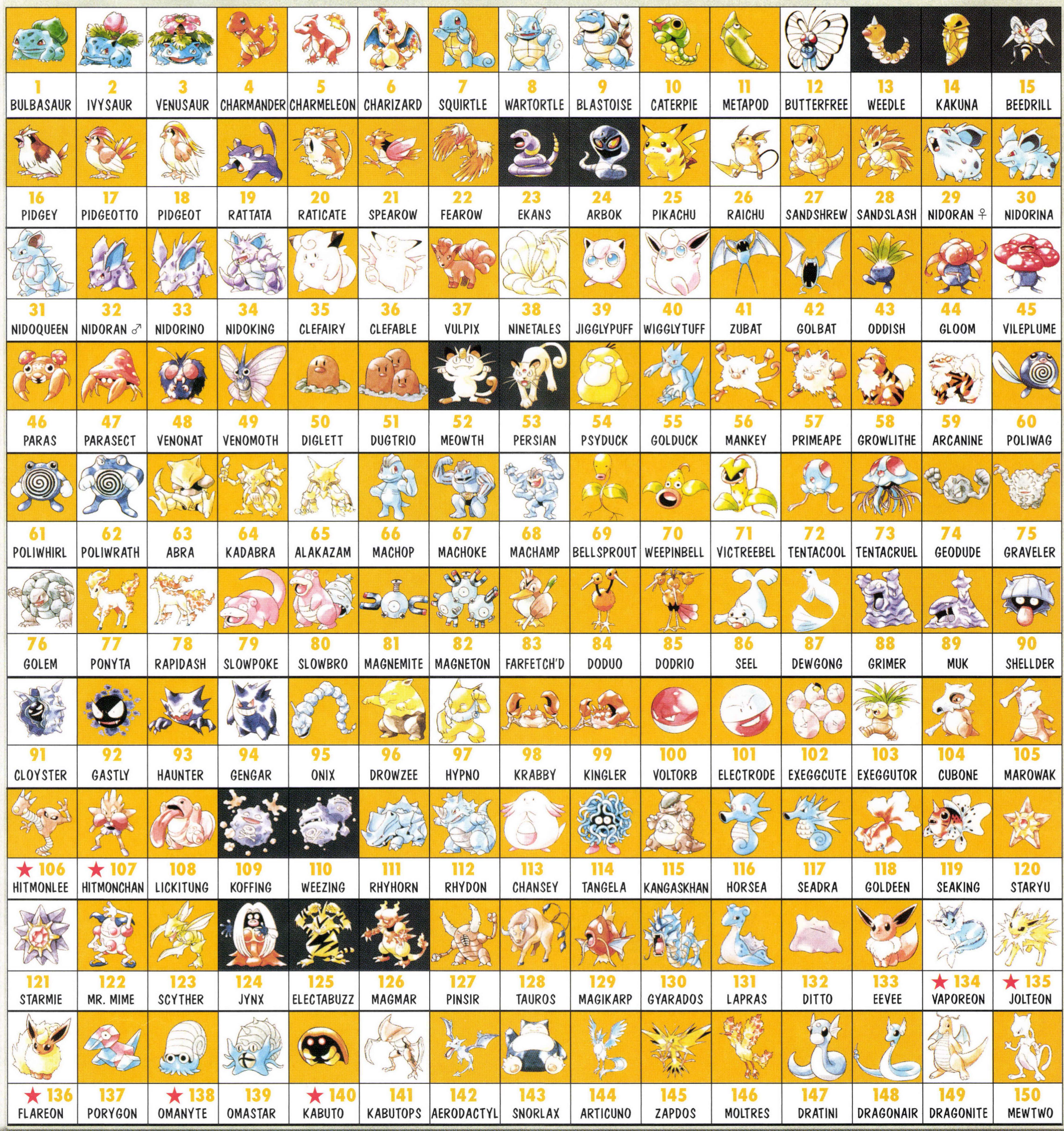
#150 MEWTWO

Y R B

YELLOW Pokémon Chart

COLOR KEY

🟨	Capture these Pokémon in the wild or receive them by triggering an event in the game.
⬜	The white background shows Pokémon that evolve from other Pokémon and are never found in the wild.
⬛	Pokémon on a gray background do not appear in this version of the game. Trading is the only way to receive them.
★	Pokémon marked with a star are part of a choosing event in the game. You must trade for the other choices.



🟨 1 BULBASAUR	⬜ 2 IVYSAUR	⬜ 3 VENUSAUR	🟨 4 CHARMANDER	⬜ 5 CHARMELEON	⬜ 6 CHARIZARD	🟨 7 SQUIRTLE	⬜ 8 WARTORTLE	⬜ 9 BLASTOISE	🟨 10 CATERPIE	🟨 11 METAPOD	⬜ 12 BUTTERFREE	⬛ 13 WEEDLE	⬛ 14 KAKUNA	⬛ 15 BEEDRILL
🟨 16 PIDGEY	🟨 17 PIDGEOTTO	⬜ 18 PIDGEOT	🟨 19 RATTATA	🟨 20 RATICATE	🟨 21 SPEAROW	🟨 22 FEAROW	⬛ 23 EKANS	⬛ 24 ARBOK	🟨 25 PIKACHU	⬜ 26 RAICHU	🟨 27 SANDSHREW	🟨 28 SANDSLASH	🟨 29 NIDORAN ♀	🟨 30 NIDORINA
⬜ 31 NIDOQUEEN	🟨 32 NIDORAN ♂	🟨 33 NIDORINO	⬜ 34 NIDOKING	🟨 35 CLEFAIRY	⬜ 36 CLEFABLE	🟨 37 VULPIX	⬜ 38 NINETALES	🟨 39 JIGGLYPUFF	⬜ 40 WIGGLYTUFF	🟨 41 ZUBAT	🟨 42 GOLBAT	🟨 43 ODDISH	🟨 44 GLOOM	⬜ 45 VILEPLUME
🟨 46 PARAS	🟨 47 PARASECT	🟨 48 VENONAT	🟨 49 VENOMOTH	🟨 50 DIGLETT	🟨 51 DUGTRIO	⬛ 52 MEOWTH	⬛ 53 PERSIAN	🟨 54 PSYDUCK	🟨 55 GOLDUCK	🟨 56 MANKEY	🟨 57 PRIMEAPE	🟨 58 GROWLITHE	⬜ 59 ARCANINE	🟨 60 POLIWAG
🟨 61 POLIWHIRL	⬜ 62 POLIWRATH	🟨 63 ABRA	🟨 64 KADABRA	⬜ 65 ALAKAZAM	🟨 66 MACHOP	🟨 67 MACHOKE	⬜ 68 MACHAMP	🟨 69 BELLSPROUT	🟨 70 WEEPINBELL	⬜ 71 VICTREEBEL	🟨 72 TENTACOOL	🟨 73 TENTACRUEL	🟨 74 GEODUDE	🟨 75 GRAVELER
⬜ 76 GOLEM	🟨 77 PONYTA	⬜ 78 RAPIDASH	🟨 79 SLOWPOKE	🟨 80 SLOWBRO	🟨 81 MAGNEMITE	🟨 82 MAGNETON	🟨 83 FARFETCH'D	🟨 84 DODUO	🟨 85 DODRIO	🟨 86 SEEL	🟨 87 DEWGONG	🟨 88 GRIMER	🟨 89 MUK	🟨 90 SHELLDER
⬜ 91 CLOYSTER	🟨 92 GASTLY	🟨 93 HAUNTER	⬜ 94 GENGAR	🟨 95 ONIX	🟨 96 DROWZEE	⬜ 97 HYPNO	🟨 98 KRABBY	🟨 99 KINGLER	🟨 100 VOLTORB	🟨 101 ELECTRODE	🟨 102 EXEGGCUTE	⬜ 103 EXEGGUTOR	🟨 104 CUBONE	🟨 105 MAROWAK
🟨 ★ 106 HITMONLEE	🟨 ★ 107 HITMONCHAN	🟨 108 LICKITUNG	⬛ 109 KOFFING	⬛ 110 WEEZING	🟨 111 RHYHORN	🟨 112 RHYDON	🟨 113 CHANSEY	🟨 114 TANGELA	🟨 115 KANGASKHAN	🟨 116 HORSEA	🟨 117 SEADRA	🟨 118 GOLDEEN	🟨 119 SEAKING	🟨 120 STARYU
⬜ 121 STARMIE	🟨 122 MR. MIME	🟨 123 SCYTHER	⬛ 124 JYNX	⬛ 125 ELECTABUZZ	⬛ 126 MAGMAR	🟨 127 PINSIR	🟨 128 TAUROS	🟨 129 MAGIKARP	🟨 130 GYARADOS	🟨 131 LAPRAS	🟨 132 DITTO	🟨 133 EEVEE	⬜ ★ 134 VAPOREON	⬜ ★ 135 JOLTEON
⬜ ★ 136 FLAREON	🟨 137 PORYGON	🟨 ★ 138 OMANYTE	⬜ 139 OMASTAR	🟨 ★ 140 KABUTO	⬜ 141 KABUTOPS	🟨 142 AERODACTYL	🟨 143 SNORLAX	🟨 144 ARTICUNO	🟨 145 ZAPDOS	🟨 146 MOLTRES	🟨 147 DRATINI	🟨 148 DRAGONAIR	⬜ 149 DRAGONITE	🟨 150 MEWTWO

RED Pokémon Chart

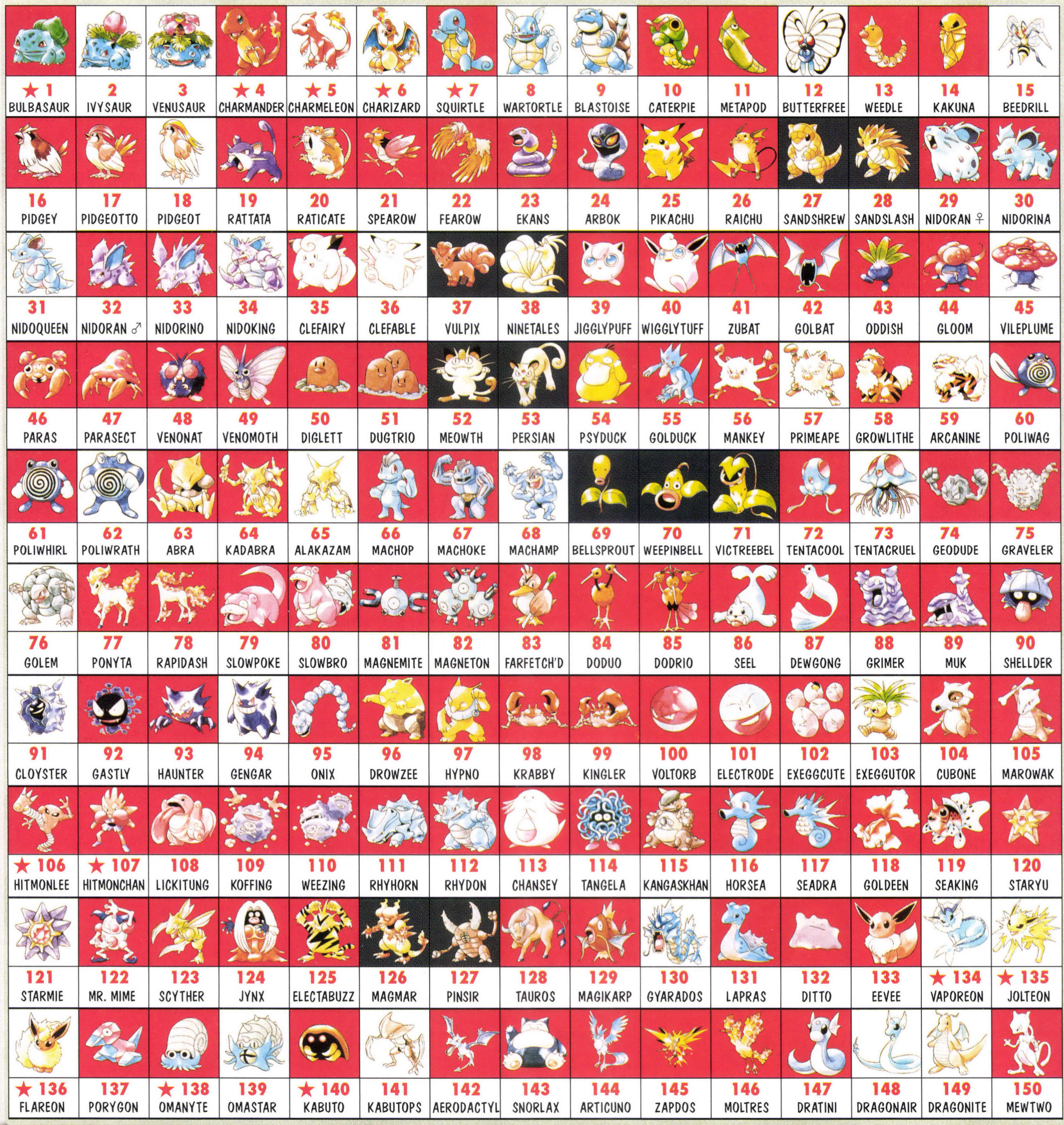
COLOR KEY

🟥 Capture these Pokémon in the wild or receive them by triggering an event in the game.

⬜ The white background shows Pokémon that evolve from other Pokémon and are never found in the wild.

⬛ Pokémon on a gray background do not appear in this version of the game. Trading is the only way to receive them.

★ Pokémon marked with a star are part of a choosing event in the game. You must trade for the other choices.



🟥 ★ 1 BULBASAUR	⬜ 2 IVYSAUR	⬜ 3 VENUSAUR	🟥 ★ 4 CHARMANDER	⬜ ★ 5 CHARMELEON	⬜ ★ 6 CHARIZARD	🟥 ★ 7 SQUIRTLE	⬜ 8 WARTORTLE	⬜ 9 BLASTOISE	🟥 10 CATERPIE	🟥 11 METAPOD	⬜ 12 BUTTERFREE	🟥 13 WEEDLE	🟥 14 KAKUNA	⬜ 15 BEEDRILL
🟥 16 PIDGEY	🟥 17 PIDGEOTTO	⬜ 18 PIDGEOT	🟥 19 RATTATA	🟥 20 RATICATE	🟥 21 SPEAROW	🟥 22 FEAROW	🟥 23 EKANS	🟥 24 ARBOK	🟥 25 PIKACHU	🟥 26 RAICHU	⬛ 27 SANDSHREW	⬛ 28 SANDSLASH	🟥 29 NIDORAN ♀	🟥 30 NIDORINA
⬜ 31 NIDOQUEEN	🟥 32 NIDORAN ♂	🟥 33 NIDORINO	⬜ 34 NIDOKING	🟥 35 CLEFAIRY	⬜ 36 CLEFABLE	⬛ 37 VULPIX	⬛ 38 NINETALES	🟥 39 JIGGLYPUFF	🟥 40 WIGGLYTUFF	🟥 41 ZUBAT	🟥 42 GOLBAT	🟥 43 ODDISH	🟥 44 GLOOM	⬜ 45 VILEPLUME
🟥 46 PARAS	🟥 47 PARASECT	🟥 48 VENONAT	🟥 49 VENOMOTH	🟥 50 DIGLETT	🟥 51 DUGTRIO	⬛ 52 MEOWTH	⬛ 53 PERSIAN	🟥 54 PSYDUCK	🟥 55 GOLDUCK	🟥 56 MANKEY	⬜ 57 PRIMEAPE	🟥 58 GROWLITHE	⬜ 59 ARCANINE	🟥 60 POLIWAG
🟥 61 POLIWHIRL	⬜ 62 POLIWRATH	🟥 63 ABRA	🟥 64 KADABRA	⬜ 65 ALAKAZAM	🟥 66 MACHOP	🟥 67 MACHOKE	⬜ 68 MACHAMP	⬛ 69 BELLSPROUT	⬛ 70 WEEPINBELL	⬛ 71 VICTREEBEL	🟥 72 TENTACOOL	🟥 73 TENTACRUEL	🟥 74 GEODUDE	🟥 75 GRAVELER
⬜ 76 GOLEM	🟥 77 PONYTA	🟥 78 RAPIDASH	🟥 79 SLOWPOKE	🟥 80 SLOWBRO	🟥 81 MAGNEMITE	🟥 82 MAGNETON	🟥 83 FARFETCH'D	🟥 84 DODUO	🟥 85 DODRIO	🟥 86 SEEL	🟥 87 DEWGONG	🟥 88 GRIMER	🟥 89 MUK	🟥 90 SHELLDER
⬜ 91 CLOYSTER	🟥 92 GASTLY	🟥 93 HAUNTER	⬜ 94 GENGAR	🟥 95 ONIX	🟥 96 DROWZEE	🟥 97 HYPNO	🟥 98 KRABBY	🟥 99 KINGLER	🟥 100 VOLTORB	🟥 101 ELECTRODE	🟥 102 EXEGGCUTE	⬜ 103 EXEGGUTOR	🟥 104 CUBONE	🟥 105 MAROWAK
🟥 ★ 106 HITMONLEE	🟥 ★ 107 HITMONCHAN	🟥 108 LICKITUNG	🟥 109 KOFFING	🟥 110 WEEZING	🟥 111 RHYHORN	🟥 112 RHYDON	🟥 113 CHANSEY	🟥 114 TANGELA	🟥 115 KANGASKHAN	🟥 116 HORSEA	🟥 117 SEADRA	🟥 118 GOLDEEN	🟥 119 SEAKING	🟥 120 STARYU
⬜ 121 STARMIE	🟥 122 MR. MIME	🟥 123 SCYTHER	🟥 124 JYNX	🟥 125 ELECTABUZZ	⬛ 126 MAGMAR	⬛ 127 PINSIR	🟥 128 TAUROS	🟥 129 MAGIKARP	⬜ 130 GYARADOS	🟥 131 LAPRAS	🟥 132 DITTO	🟥 133 EEVEE	⬜ ★ 134 VAPOREON	⬜ ★ 135 JOLTEON
⬜ ★ 136 FLAREON	🟥 137 PORYGON	🟥 ★ 138 OMANYTE	⬜ 139 OMASTAR	🟥 ★ 140 KABUTO	⬜ 141 KABUTOPS	🟥 142 AERODACTYL	🟥 143 SNORLAX	🟥 144 ARTICUNO	🟥 145 ZAPDOS	🟥 146 MOLTRES	🟥 147 DRATINI	⬜ 148 DRAGONAIR	⬜ 149 DRAGONITE	🟥 150 MEWTWO

BLUE Pokémon Chart

COLOR KEY

🟦 Capture these Pokémon in the wild or receive them by triggering an event in the game.

⬜ The white background shows Pokémon that evolve from other Pokémon and are never found in the wild.

⬛ Pokémon on a gray background do not appear in this version of the game. Trading is the only way to receive them.

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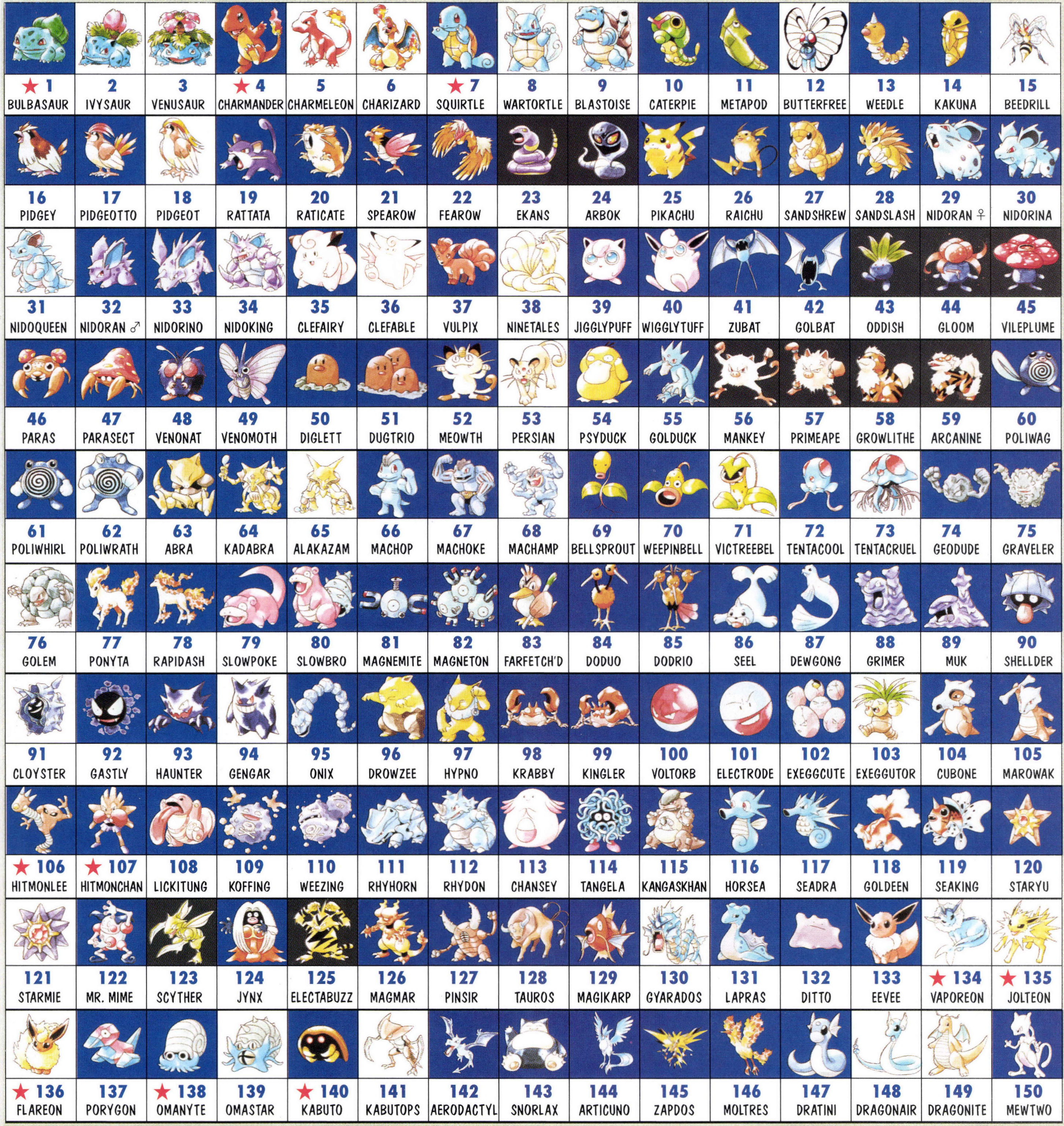


🟦 ★ 1 BULBASAUR	🟦 2 IVYSAUR	⬜ 3 VENUSAUR	🟦 ★ 4 CHARMANDER	⬜ 5 CHARMELEON	⬜ 6 CHARIZARD	🟦 ★ 7 SQUIRTLE	⬜ 8 WARTORTLE	⬜ 9 BLASTOISE	🟦 10 CATERPIE	🟦 11 METAPOD	⬜ 12 BUTTERFREE	🟦 13 WEEDLE	🟦 14 KAKUNA	⬜ 15 BEEDRILL
🟦 16 PIDGEY	🟦 17 PIDGEOTTO	⬜ 18 PIDGEOT	🟦 19 RATTATA	🟦 20 RATICATE	🟦 21 SPEAROW	🟦 22 FEAROW	⬛ 23 EKANS	⬛ 24 ARBOK	🟦 25 PIKACHU	⬜ 26 RAICHU	🟦 27 SANDSHREW	🟦 28 SANDSLASH	🟦 29 NIDORAN ♀	🟦 30 NIDORINA
⬜ 31 NIDOQUEEN	🟦 32 NIDORAN ♂	🟦 33 NIDORINO	⬜ 34 NIDOKING	🟦 35 CLEFAIRY	⬜ 36 CLEFABLE	🟦 37 VULPIX	⬜ 38 NINETALES	🟦 39 JIGGLYPUFF	⬜ 40 WIGGLYTUFF	🟦 41 ZUBAT	🟦 42 GOLBAT	⬛ 43 ODDISH	⬛ 44 GLOOM	⬛ 45 VILEPLUME
🟦 46 PARAS	🟦 47 PARASECT	🟦 48 VENONAT	🟦 49 VENOMOTH	🟦 50 DIGLETT	🟦 51 DUGTRIO	🟦 52 MEOWTH	⬜ 53 PERSIAN	🟦 54 PSYDUCK	🟦 55 GOLDUCK	⬛ 56 MANKEY	⬛ 57 PRIMEAPE	⬛ 58 GROWLITHE	⬛ 59 ARCANINE	🟦 60 POLIWAG
🟦 61 POLIWHIRL	⬜ 62 POLIWRATH	🟦 63 ABRA	🟦 64 KADABRA	⬜ 65 ALAKAZAM	🟦 66 MACHOP	🟦 67 MACHOKE	⬜ 68 MACHAMP	🟦 69 BELLSPROUT	🟦 70 WEEPINBELL	⬜ 71 VICTREEBEL	🟦 72 TENTACOOL	🟦 73 TENTACRUEL	🟦 74 GEODUDE	🟦 75 GRAVELER
⬜ 76 GOLEM	🟦 77 PONYTA	🟦 78 RAPIDASH	🟦 79 SLOWPOKE	🟦 80 SLOWBRO	🟦 81 MAGNEMITE	🟦 82 MAGNETON	🟦 83 FARFETCH'D	🟦 84 DODUO	🟦 85 DODRIO	🟦 86 SEEL	🟦 87 DEWGONG	🟦 88 GRIMER	🟦 89 MUK	🟦 90 SHELLDER
⬜ 91 CLOYSTER	🟦 92 GASTLY	🟦 93 HAUNTER	⬜ 94 GENGAR	🟦 95 ONIX	🟦 96 DROWZEE	🟦 97 HYPNO	🟦 98 KRABBY	🟦 99 KINGLER	🟦 100 VOLTORB	🟦 101 ELECTRODE	🟦 102 EXEGGCUTE	⬜ 103 EXEGGUTOR	🟦 104 CUBONE	🟦 105 MAROWAK
🟦 ★ 106 HITMONLEE	🟦 ★ 107 HITMONCHAN	🟦 108 LICKITUNG	🟦 109 KOFFING	🟦 110 WEEZING	🟦 111 RHYHORN	🟦 112 RHYDON	🟦 113 CHANSEY	🟦 114 TANGELA	🟦 115 KANGASKHAN	🟦 116 HORSEA	🟦 117 SEADRA	🟦 118 GOLDEEN	🟦 119 SEAKING	🟦 120 STARYU
⬜ 121 STARMIE	🟦 122 MR. MIME	⬛ 123 SCYTHER	🟦 124 JYNX	⬛ 125 ELECTABUZZ	🟦 126 MAGMAR	🟦 127 PINSIR	🟦 128 TAUROS	🟦 129 MAGIKARP	🟦 130 GYARADOS	🟦 131 LAPRAS	🟦 132 DITTO	🟦 133 EEVEE	⬜ ★ 134 VAPOREON	⬜ ★ 135 JOLTEON
⬜ ★ 136 FLAREON	🟦 137 PORYGON	🟦 ★ 138 OMANYTE	⬜ 139 OMASTAR	🟦 ★ 140 KABUTO	⬜ 141 KABUTOPS	🟦 142 AERODACTYL	🟦 143 SNORLAX	🟦 144 ARTICUNO	🟦 145 ZAPDOS	🟦 146 MOLTRES	🟦 147 DRATINI	🟦 148 DRAGONAIR	⬜ 149 DRAGONITE	🟦 150 MEWTWO

FIELD GUIDE DATA CARD KEY

NUMBER

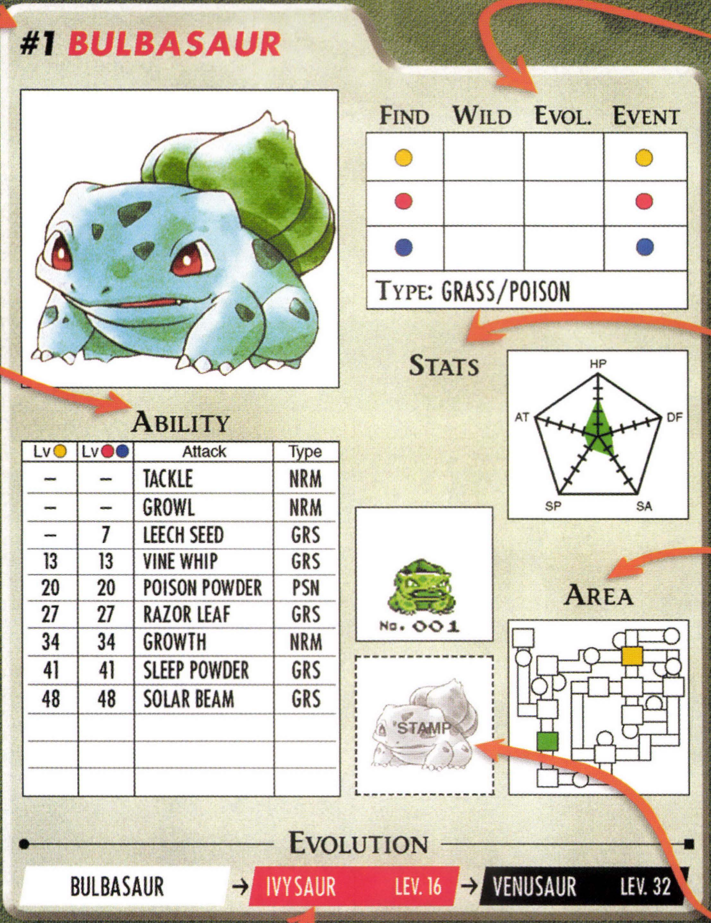
Each Pokémon is listed on the data card pages according to its number, from one to 151. If you don't know a Pokémon's number, check the alphabetical list on page 120. This list shows each Pokémon's number and the pages on which it appears in this book.

ABILITY

This chart shows the abilities and attacks a Pokémon can learn. The "Level" column shows the experience level at which a Pokémon can learn the ability. (A dash means the Pokémon starts with this ability. When you see an asterisk, read the note below.) The same Pokémon may learn skills at different levels in separate versions of the game. The "Type" column shows each ability's type.

TYPES:

NRM — NORMAL
FIR — FIRE
WTR — WATER
ELC — ELECTRIC
GRS — GRASS
ICE — ICE
FTG — FIGHTING
PSN — POISON
GRD — GROUND
FLY — FLYING
PSY — PSYCHIC
BUG — BUG
RCK — ROCK
GHO — GHOST
DRG — DRAGON



#1 BULBASAUR

FIND	WILD	EVOL.	EVENT
🟡			🟡
🔴			🔴
🔵			🔵

TYPE: GRASS/POISON

STATS

AREA

ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	TACKLE	NRM
–	–	GROWL	NRM
–	7	LEECH SEED	GRS
13	13	VINE WHIP	GRS
20	20	POISON POWDER	PSN
27	27	RAZOR LEAF	GRS
34	34	GROWTH	NRM
41	41	SLEEP POWDER	GRS
48	48	SOLAR BEAM	GRS

EVOLUTION

BULBASAUR → IVYSAUR LEV. 16 → VENUSAUR LEV. 32

FIND/WILD/EVOL./EVENT

A Blue, Red or Yellow dot in the "Find" column means that you'll see the Pokémon in some circumstance in that version. A dot under "Wild" means that the Pokémon can be caught in the wild. A dot under "Evol." means that it can only be evolved, and a dot under "Event" means you'll get the Pokémon after accomplishing a task.

STATS

We've rated each Pokémon from one to five in five categories: number of Hit Points (HP), Attack (AT), Defense (DF), Special Attacks (SA) and Speed (SP). These ratings are used to compare the Pokémon in a general way, assuming they are at the same experience level.

AREA

This minimap shows where you can find a Pokémon in each game version. If no area is highlighted, it means the Pokémon can be obtained by evolution only.

🟩 RED OR BLUE
🟨 YELLOW
⬛ EVERY VERSION

STAMP

Once you capture a Pokémon, peel off its stamp and place it here. You'll know at a glance which Pokémon you have in your collection.

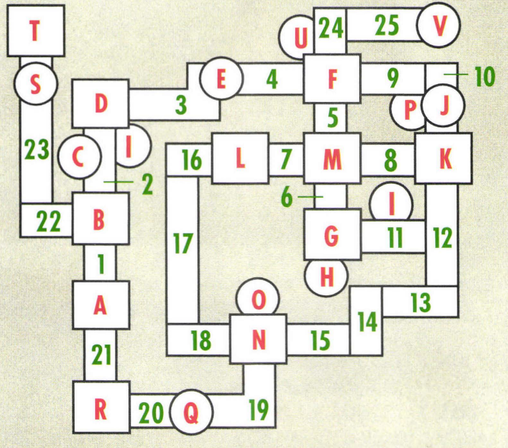
EVOLUTION

This bar shows a Pokémon's evolutionary track. A level number shows the level at which the Pokémon evolves into that form. If a Pokémon needs a special item or must be traded to evolve, that is also noted here. For example, you must use the Thunder Stone on Pikachu to change it into Raichu.

MAP KEY

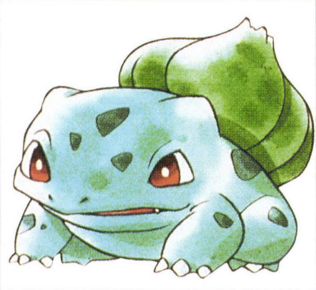
The green type on this Map Key designates which Route number each area represents.

A PALLET TOWN
B VIRIDIAN CITY
C VIRIDIAN FOREST
D PEWTER CITY
E MT. MOON
F CERULEAN CITY
G VERMILION CITY
H S.S. ANNE
I DIGLETT'S CAVE
J ROCK TUNNEL



K LAVENDER TOWN
L CELADON CITY
M SAFFRON CITY
N FUCHSIA CITY
O SAFARI ZONE
P POWER PLANT
Q SEAFOAM ISLAND
R CINNABAR ISLAND
S VICTORY ROAD
T INDIGO PLATEAU
U UNKNOWN DUNGEON
V SEA COTTAGE

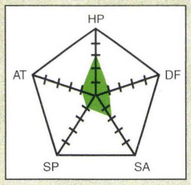
#1 BULBASAUR



FIND	WILD	EVOL.	EVENT
🟡			🟡
🔴			🔴
🔵			🔵

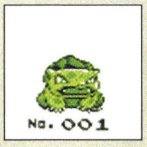
TYPE: GRASS/POISON

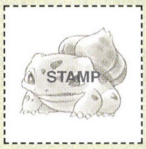
STATS



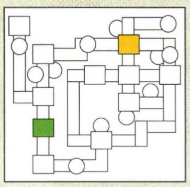
ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	TACKLE	NRM
–	–	GROWL	NRM
–	7	LEECH SEED	GRS
13	13	VINE WHIP	GRS
20	20	POISON POWDER	PSN
27	27	RAZOR LEAF	GRS
34	34	GROWTH	NRM
41	41	SLEEP POWDER	GRS
48	48	SOLAR BEAM	GRS





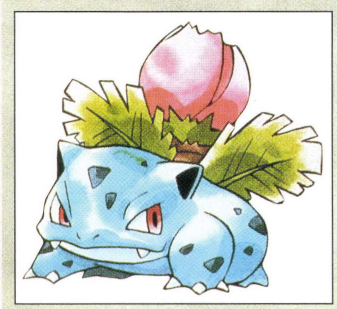
AREA



EVOLUTION

BULBASAUR → IVYSAUR LEV. 16 → VENUSAUR LEV. 32

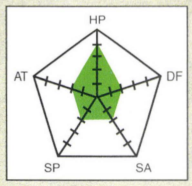
#2 IVYSAUR



FIND	WILD	EVOL.	EVENT
🟡		🟡	
🔴		🔴	
🔵		🔵	

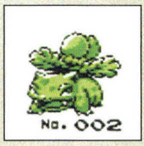
TYPE: GRASS/POISON

STATS

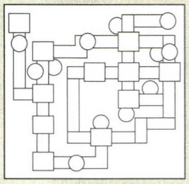


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	TACKLE	NRM
–	–	GROWL	NRM
–	–	LEECH SEED	GRS
–	–	VINE WHIP	GRS
22	22	POISON POWDER	PSN
30	30	RAZOR LEAF	GRS
38	38	GROWTH	NRM
46	46	SLEEP POWDER	GRS
54	54	SOLAR BEAM	GRS



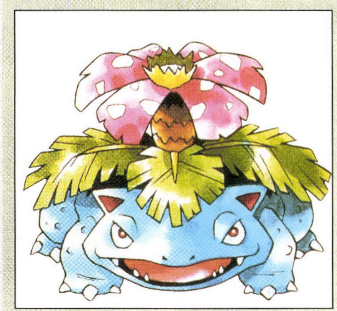
AREA



EVOLUTION

BULBASAUR → IVYSAUR LEV. 16 → VENUSAUR LEV. 32

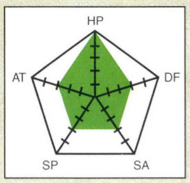
#3 VENUSAUR



FIND	WILD	EVOL.	EVENT
🟡		🟡	
🔴		🔴	
🔵		🔵	

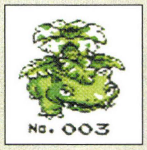
TYPE: GRASS/POISON

STATS

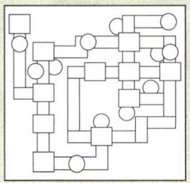


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	TACKLE	NRM
–	–	GROWL	NRM
–	–	LEECH SEED	GRS
–	–	VINE WHIP	GRS
–	–	POISON POWDER	PSN
–	–	RAZOR LEAF	GRS
43	43	GROWTH	NRM
55	55	SLEEP POWDER	GRS
65	65	SOLAR BEAM	GRS



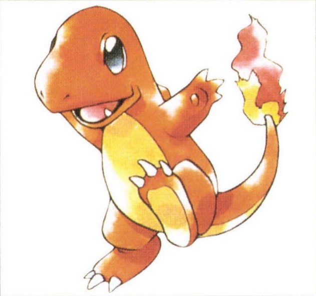
AREA



EVOLUTION

BULBASAUR → IVYSAUR LEV. 16 → VENUSAUR LEV. 32

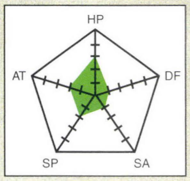
#4 CHARMANDER



FIND	WILD	EVOL.	EVENT
🟡			🟡
🔴			🔴
🔵			🔵

TYPE: FIRE

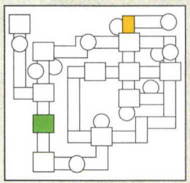
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	SCRATCH	NRM
–	–	GROWL	NRM
–	9	EMBER	FIR
15	15	LEER	NRM
22	22	RAGE	NRM
30	30	SLASH	NRM
38	38	FLAMETHROWER	FIR
46	46	FIRE SPIN	FIR

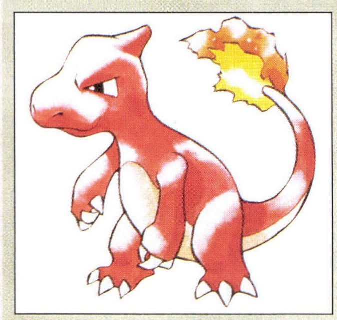
AREA



EVOLUTION

CHARMANDER → CHARMELEON LEV. 16 → CHARIZARD LEV. 36

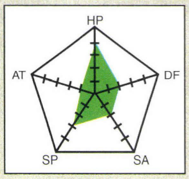
#5 CHARMELEON



FIND	WILD	EVOL.	EVENT
🟡		🟡	
🔴		🔴	
🔵		🔵	

TYPE: FIRE

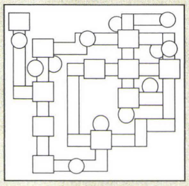
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	SCRATCH	NRM
–	–	GROWL	NRM
–	–	EMBER	FIR
–	–	LEER	NRM
24	24	RAGE	NRM
33	33	SLASH	NRM
42	42	FLAMETHROWER	FIR
56	56	FIRE SPIN	FIR

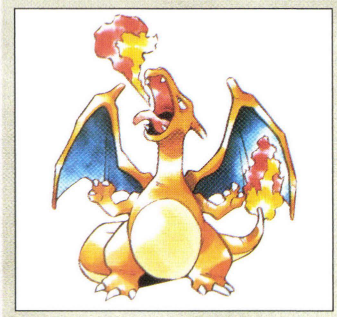
AREA



EVOLUTION

CHARMANDER → CHARMELEON LEV. 16 → CHARIZARD LEV. 36

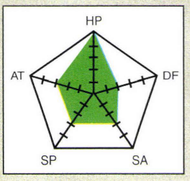
#6 CHARIZARD



FIND	WILD	EVOL.	EVENT
🟡		🟡	
🔴		🔴	
🔵		🔵	

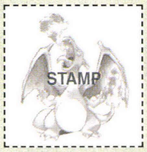
TYPE: FIRE/FLYING

STATS

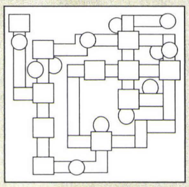


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	SCRATCH	NRM
–	–	GROWL	NRM
–	–	EMBER	FIR
–	–	LEER	NRM
–	–	RAGE	NRM
36	36	SLASH	NRM
46	46	FLAMETHROWER	FIR
55	55	FIRE SPIN	FIR



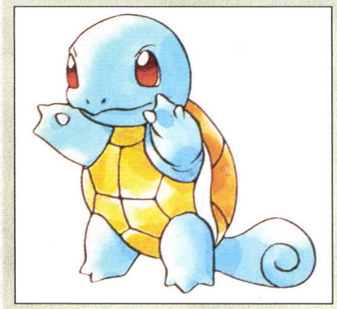
AREA



EVOLUTION

CHARMANDER → CHARMELEON LEV. 16 → CHARIZARD LEV. 36

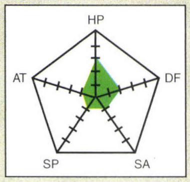
#7 SQUIRTLE



FIND	WILD	EVOL.	EVENT
🟡			🟡
🔴			🔴
🔵			🔵

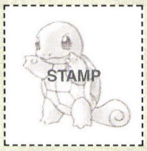
TYPE: WATER

STATS

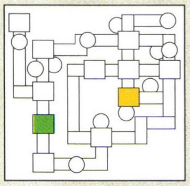


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	TACKLE	NRM
–	–	TAIL WHIP	NRM
–	8	BUBBLE	WTR
15	15	WATER GUN	WTR
22	22	BITE	NRM
28	28	WITHDRAW	WTR
35	35	SKULL BASH	NRM
42	42	HYDRO PUMP	WTR



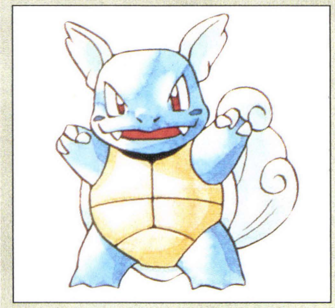
AREA



EVOLUTION

SQUIRTLE → WARTORTLE LEV. 16 → BLASTOISE LEV. 36

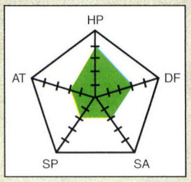
#8 WARTORTLE



FIND	WILD	EVOL.	EVENT
🟡		🟡	
🔴		🔴	
🔵		🔵	

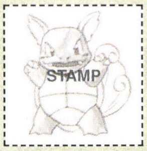
TYPE: WATER

STATS

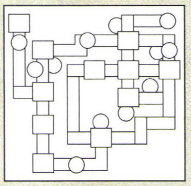


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	TACKLE	NRM
–	–	TAIL WHIP	NRM
–	–	BUBBLE	WTR
–	–	WATER GUN	WTR
24	24	BITE	NRM
31	31	WITHDRAW	WTR
39	39	SKULL BASH	NRM
47	47	HYDRO PUMP	WTR



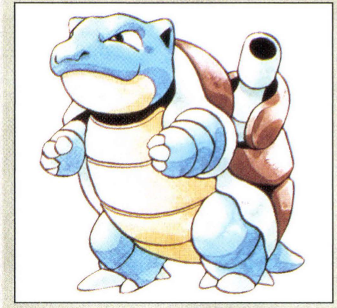
AREA



EVOLUTION

SQUIRTLE → WARTORTLE LEV. 16 → BLASTOISE LEV. 36

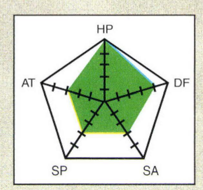
#9 BLASTOISE



Find	Wild	Evol.	Event
🟡		🟡	
🔴		🔴	
🔵		🔵	

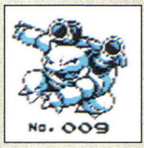
TYPE: WATER

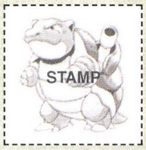
STATS



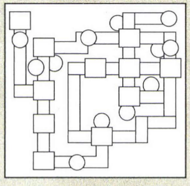
ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	TACKLE	NRM
–	–	TAIL WHIP	NRM
–	–	BUBBLE	WTR
–	–	WATER GUN	WTR
–	–	BITE	NRM
–	–	WITHDRAW	WTR
42	42	SKULL BASH	NRM
52	52	HYDRO PUMP	WTR





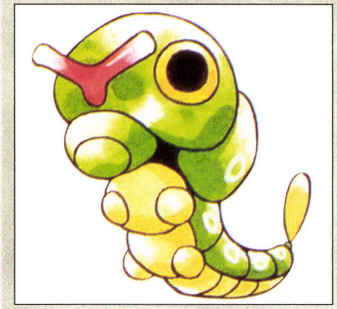
AREA



EVOLUTION

SQUIRTLE → WARTORTLE LEV. 16 → BLASTOISE LEV. 36

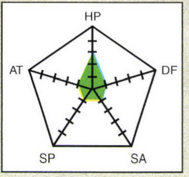
#10 CATERPIE



Find	Wild	Evol.	Event
🟡	🟡		
🔴	🔴		
🔵	🔵		

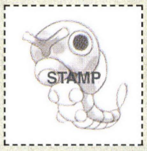
TYPE: BUG

STATS

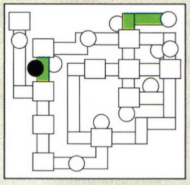


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	TACKLE	NRM
–	–	STRING SHOT	BUG



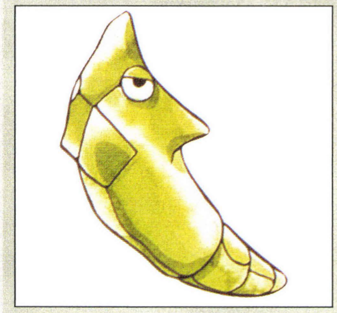
AREA



EVOLUTION

CATERPIE → METAPOD LEV. 7 → BUTTERFREE LEV. 10

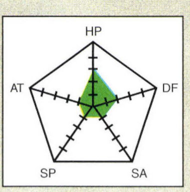
#11 METAPOD



Find	Wild	Evol.	Event
🟡	🟡	🟡	
🔴	🔴	🔴	
🔵	🔵	🔵	

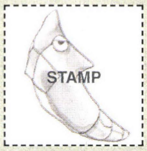
TYPE: BUG

STATS

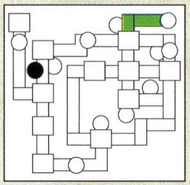


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
*	*	TACKLE	NRM
*	*	STRING SHOT	BUG
7	*	HARDEN	NRM



AREA

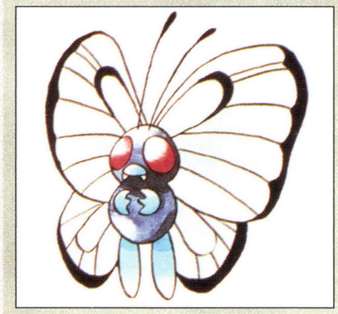


*If caught in the wild, it won't learn Tackle or String Shot and will learn Harden.

EVOLUTION

CATERPIE → METAPOD LEV. 7 → BUTTERFREE LEV. 10

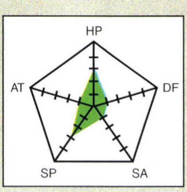
#12 BUTTERFREE



Find	Wild	Evol.	Event
🟡		🟡	
🔴		🔴	
🔵		🔵	

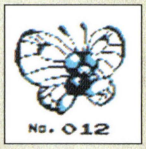
TYPE: BUG/FLYING

STATS

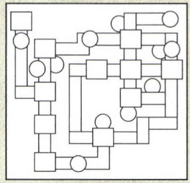


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
*	*	TACKLE	NRM
*	*	STRING SHOT	BUG
*	*	HARDEN	NRM
10	12	CONFUSION	PSY
13	15	POISON POWDER	PSN
14	16	STUN SPORE	GRS
15	17	SLEEP POWDER	GRS
18	21	SUPERSONIC	NRM
23	26	WHIRLWIND	NRM
28		GUST	NRM
34	32	PSYBEAM	PSY



AREA

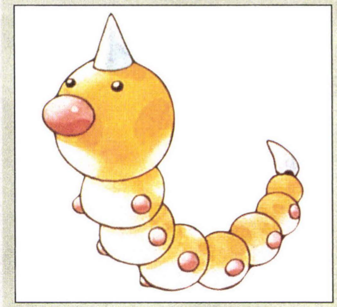


*If evolved from a wild Metapod, it won't learn Tackle or String Shot and will learn Harden.

EVOLUTION

CATERPIE → METAPOD LEV. 7 → BUTTERFREE LEV. 10

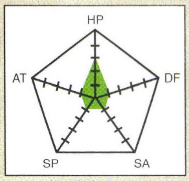
#13 WEEDLE



	FIND	WILD	EVOL.	EVENT
🟡	●			
🔴	●	●		
🔵	●	●		

TYPE: BUG/POISON

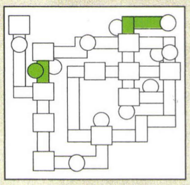
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
	–	POISON STING	PSN
	–	STRING SHOT	BUG

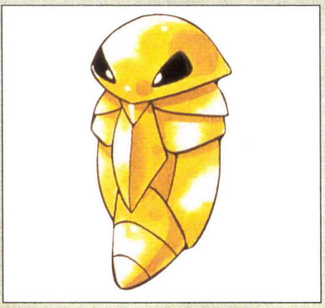
AREA



EVOLUTION

WEEDLE → KAKUNA LEV. 7 → BEEDRILL LEV. 10

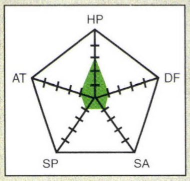
#14 KAKUNA



	FIND	WILD	EVOL.	EVENT
🟡	●			
🔴	●	●	●	
🔵	●	●	●	

TYPE: BUG/POISON

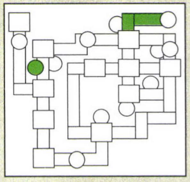
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
	*	POISON STING	PSN
	*	STRING SHOT	BUG
	*	HARDEN	NRM

AREA

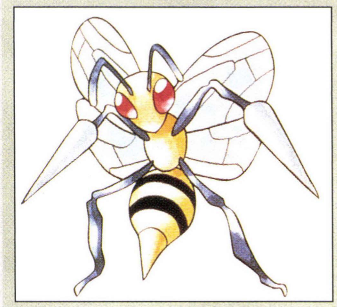


*If caught in the wild, it won't learn Poison Sting or String Shot. If evolved from Weedle, it won't learn Harden.

EVOLUTION

WEEDLE → KAKUNA LEV. 7 → BEEDRILL LEV. 10

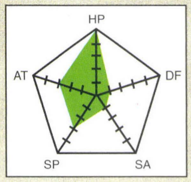
#15 BEEDRILL



	FIND	WILD	EVOL.	EVENT
🟡	●			
🔴	●		●	
🔵	●		●	

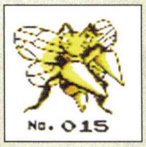
TYPE: BUG/POISON

STATS

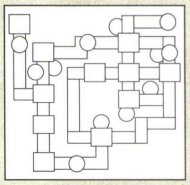


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
	*	POISON STING	PSN
	*	STRING SHOT	BUG
	*	HARDEN	NRM
	12	FURY ATTACK	NRM
	16	FOCUS ENERGY	NRM
	20	TWINEEDLE	BUG
	25	RAGE	NRM
	30	PIN MISSILE	BUG
	35	AGILITY	PSY



AREA

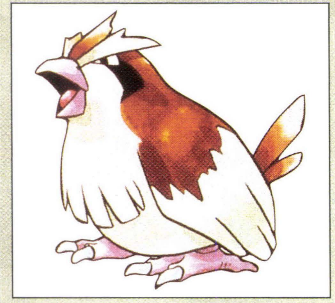


*If caught in the wild, it won't learn Poison Sting or String Shot. If evolved from Kakuna, it won't learn Harden.

EVOLUTION

WEEDLE → KAKUNA LEV. 7 → BEEDRILL LEV. 10

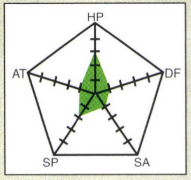
#16 PIDGEY



	FIND	WILD	EVOL.	EVENT
🟡	●	●		
🔴	●	●		
🔵	●	●		

TYPE: NORMAL/FLYING

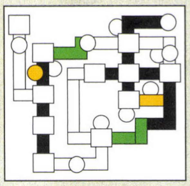
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	GUST	NRM
5	5	SAND-ATTACK	NRM
12	12	QUICK ATTACK	NRM
19	19	WHIRLWIND	NRM
28	28	WING ATTACK	FLY
36	36	AGILITY	PSY
44	44	MIRROR MOVE	FLY

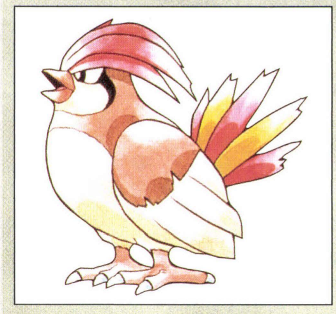
AREA



EVOLUTION

PIDGEY → PIDGEOTTO LEV. 18 → PIDGEOT LEV. 36

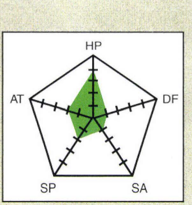
#17 PIDGEOTTO



Find	Wild	Evol.	Event
🟡	🟡	🟡	
🔴	🔴	🔴	
🔵	🔵	🔵	

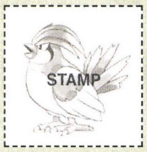
Type: NORMAL/FLYING

Stats

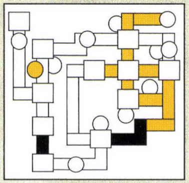


Ability

Lv🟡	Lv🔴🔵	Attack	Type
–	–	GUST	NRM
–	–	SAND-ATTACK	NRM
12	–	QUICK ATTACK	NRM
21	21	WHIRLWIND	NRM
31	31	WING ATTACK	FLY
40	40	AGILITY	PSY
49	49	MIRROR MOVE	FLY



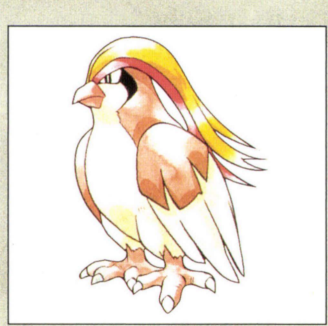
Area



Evolution

PIDGEY → PIDGEOTTO LEV. 18 → PIDGEOT LEV. 36

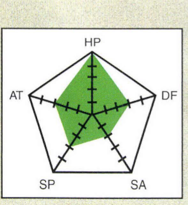
#18 PIDGEOT



Find	Wild	Evol.	Event
🟡		🟡	
🔴		🔴	
🔵		🔵	

Type: NORMAL/FLYING

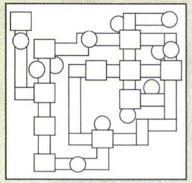
Stats



Ability

Lv🟡	Lv🔴🔵	Attack	Type
–	–	GUST	NRM
–	–	SAND-ATTACK	NRM
–	–	QUICK ATTACK	NRM
–	–	WHIRLWIND	NRM
–	–	WING ATTACK	FLY
44	44	AGILITY	PSY
54	54	MIRROR MOVE	FLY

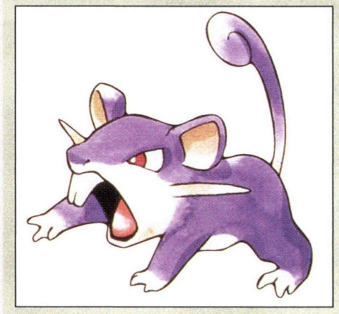
Area



Evolution

PIDGEY → PIDGEOTTO LEV. 18 → PIDGEOT LEV. 36

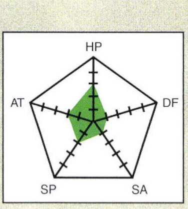
#19 RATTATA



Find	Wild	Evol.	Event
🟡	🟡		
🔴	🔴		
🔵	🔵		

Type: NORMAL

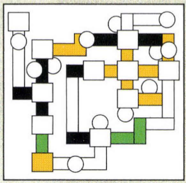
Stats



Ability

Lv🟡	Lv🔴🔵	Attack	Type
–	–	TACKLE	NRM
–	–	TAIL WHIP	NRM
7	7	QUICK ATTACK	NRM
14	14	HYPER FANG	NRM
23	23	FOCUS ENERGY	NRM
34	34	SUPER FANG	NRM

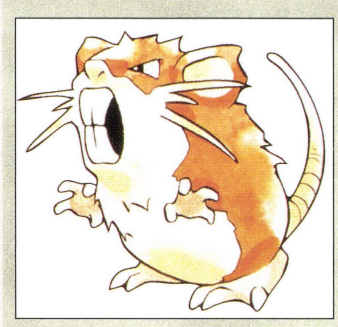
Area



Evolution

RATTATA → RATICATE LEV. 20

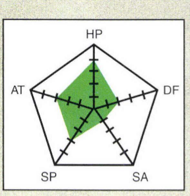
#20 RATICATE



Find	Wild	Evol.	Event
🟡	🟡	🟡	
🔴	🔴	🔴	
🔵	🔵	🔵	

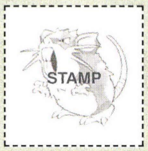
Type: NORMAL

Stats

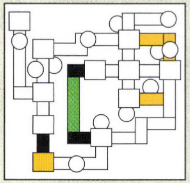


Ability

Lv🟡	Lv🔴🔵	Attack	Type
–	–	TACKLE	NRM
–	–	TAIL WHIP	NRM
–	–	QUICK ATTACK	NRM
–	–	HYPER FANG	NRM
27	27	FOCUS ENERGY	NRM
41	41	SUPER FANG	NRM



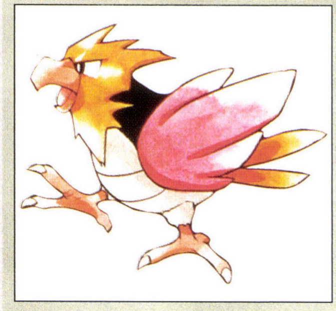
Area



Evolution

RATTATA → RATICATE LEV. 20

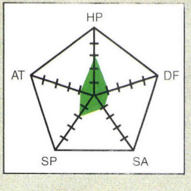
#21 SPEAROW



	FIND	WILD	EVOL.	EVENT
	🟡	🟡		
	🔴	🔴		
	🔵	🔵		

TYPE: NORMAL/FLYING

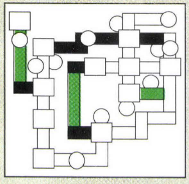
STATS



ABILITY

Lv 🟡	Lv 🔴🔵	Attack	Type
–	–	PECK	FLY
–	–	GROWL	NRM
9	9	LEER	NRM
15	15	FURY ATTACK	NRM
22	22	MIRROR MOVE	FLY
29	29	DRILL PECK	FLY
36	36	AGILITY	PSY

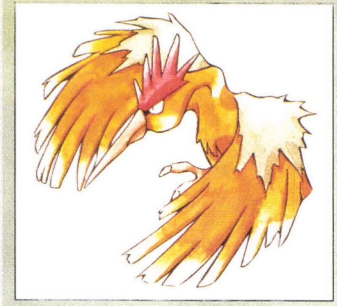
AREA



EVOLUTION

SPEAROW → FEAROW LEV. 20

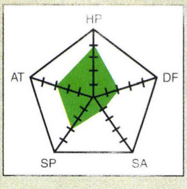
#22 FEAROW



	FIND	WILD	EVOL.	EVENT
	🟡	🟡	🟡	
	🔴	🔴	🔴	
	🔵	🔵	🔵	

TYPE: NORMAL/FLYING

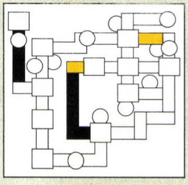
STATS



ABILITY

Lv 🟡	Lv 🔴🔵	Attack	Type
–	–	PECK	FLY
–	–	GROWL	NRM
–	–	LEER	NRM
–	–	FURY ATTACK	NRM
25	25	MIRROR MOVE	FLY
34	34	DRILL PECK	FLY
43	43	AGILITY	PSY

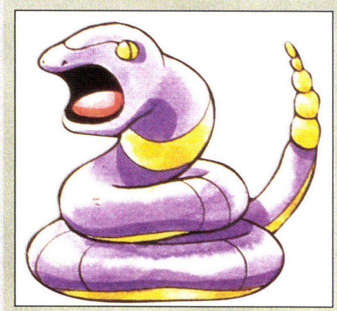
AREA



EVOLUTION

SPEAROW → FEAROW LEV. 20

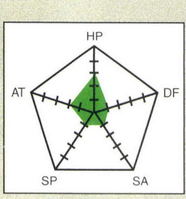
#23 EKANS



	FIND	WILD	EVOL.	EVENT
	🟡			
	🔴	🔴		
	🔵			

TYPE: POISON

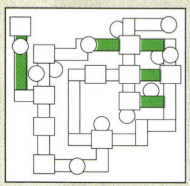
STATS



ABILITY

Lv 🟡	Lv 🔴🔵	Attack	Type
	–	WRAP	NRM
	–	LEER	NRM
	10	POISON STING	PSN
	17	BITE	NRM
	24	GLARE	NRM
	31	SCREECH	NRM
	38	ACID	PSN

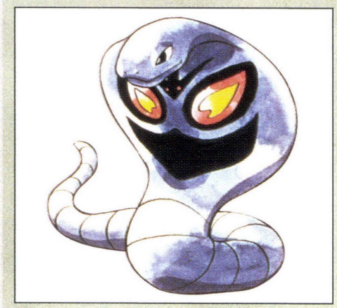
AREA



EVOLUTION

EKANS → ARBOK LEV. 22

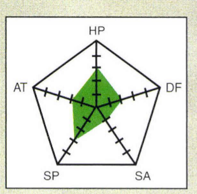
#24 ARBOK



	FIND	WILD	EVOL.	EVENT
	🟡			
	🔴	🔴	🔴	
	🔵			

TYPE: POISON

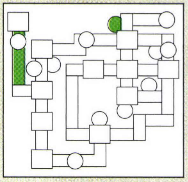
STATS



ABILITY

Lv 🟡	Lv 🔴🔵	Attack	Type
	–	WRAP	NRM
	–	LEER	NRM
	–	POISON STING	PSN
	–	BITE	NRM
	27	GLARE	NRM
	36	SCREECH	NRM
	47	ACID	PSN

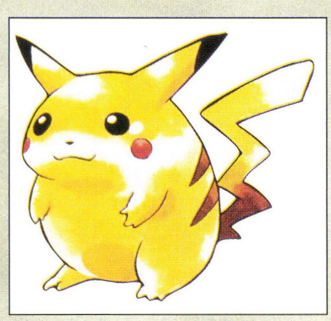
AREA



EVOLUTION

EKANS → ARBOK LEV. 22

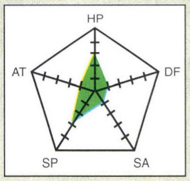
#25 PIKACHU



FIND	WILD	EVOL.	EVENT
🟡			🟡
🔴	🔴		
🔵	🔵		

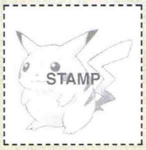
TYPE: ELECTRIC

STATS

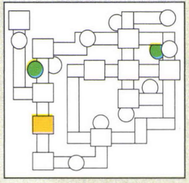


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	THUNDERSHOCK	ELC
–	–	GROWL	NRM
6		TAIL WHIP	NRM
8	9	THUNDER WAVE	ELC
11	16	QUICK ATTACK	NRM
15		DOUBLE TEAM	NRM
20		SLAM	NRM
	26	SWIFT	NRM
26		THUNDERBOLT	ELC
33	33	AGILITY	PSY
41	43	THUNDER	ELC
50		LIGHT SCREEN	PSY



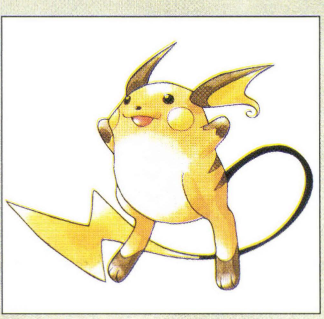
AREA



EVOLUTION

PIKACHU → RAICHU THUNDER STONE

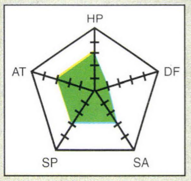
#26 RAICHU



FIND	WILD	EVOL.	EVENT
🟡			
🔴	🔴	🔴	
🔵	🔵	🔵	

TYPE: ELECTRIC

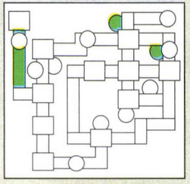
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
	–	THUNDERSHOCK	ELC
	–	GROWL	NRM
	*	THUNDER WAVE	ELC

AREA

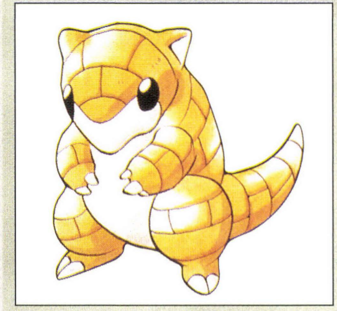


*If evolved from Pikachu, it will not learn Thunder Wave.

EVOLUTION

PIKACHU → RAICHU THUNDER STONE

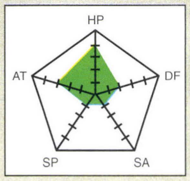
#27 SANDSHREW



FIND	WILD	EVOL.	EVENT
🟡	🟡		
🔴			
🔵	🔵		

TYPE: GROUND

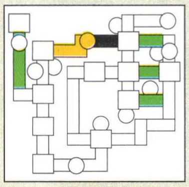
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	SCRATCH	NRM
10	10	SAND-ATTACK	NRM
17	17	SLASH	NRM
24	24	POISON STING	PSN
31	31	SWIFT	NRM
38	38	FURY SWIPES	NRM

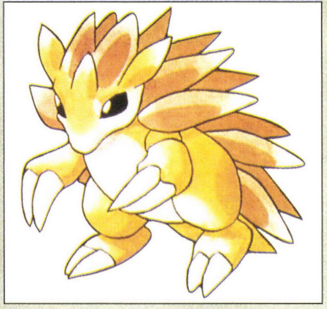
AREA



EVOLUTION

SANDSHREW → SANDSLASH LEV. 22

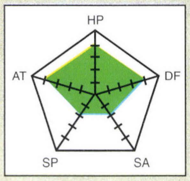
#28 SANDSLASH



FIND	WILD	EVOL.	EVENT
🟡	🟡	🟡	
🔴			
🔵	🔵	🔵	

TYPE: GROUND

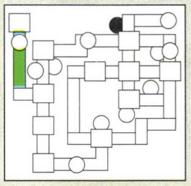
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	SCRATCH	NRM
–	–	SAND-ATTACK	NRM
–	–	SLASH	NRM
27	27	POISON STING	PSN
36	36	SWIFT	NRM
47	47	FURY SWIPES	NRM

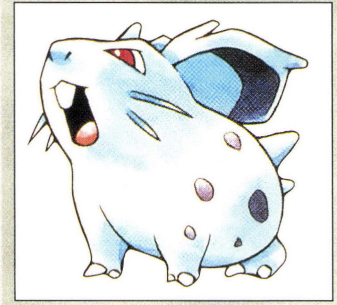
AREA



EVOLUTION

SANDSHREW → SANDSLASH LEV. 22

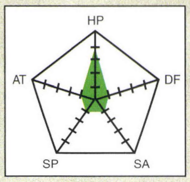
#29 NIDORAN ♀



FIND	WILD	EVOL.	EVENT
🟡	🟡		
🔴	🔴		🔴
🔵	🔵		🔵

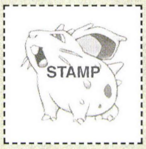
TYPE: POISON

STATS

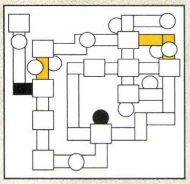


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	GROWL	NRM
–	–	TACKLE	NRM
8	8	SCRATCH	NRM
17	14	POISON STING	PSN
23	21	TAIL WHIP	NRM
30	29	BITE	NRM
38	36	FURY SWIPES	NRM
12	43	DOUBLE KICK	FTG



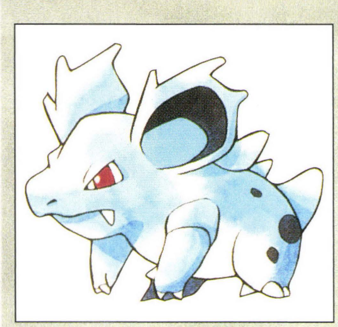
AREA



EVOLUTION

NIDORAN ♀ → NIDORINA LEV. 16 → NIDOQUEEN MOON STONE

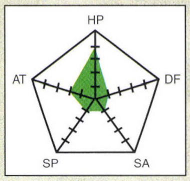
#30 NIDORINA



FIND	WILD	EVOL.	EVENT
🟡	🟡	🟡	
🔴	🔴	🔴	🔴
🔵	🔵	🔵	🔵

TYPE: POISON

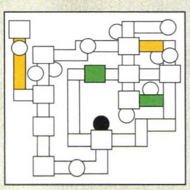
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	GROWL	NRM
–	–	TACKLE	NRM
–	–	SCRATCH	NRM
–	–	POISON STING	PSN
27	23	TAIL WHIP	NRM
36	32	BITE	NRM
46	41	FURY SWIPES	NRM
12	50	DOUBLE KICK	FTG

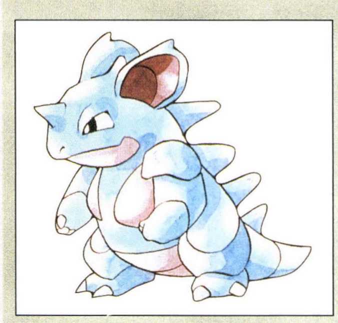
AREA



EVOLUTION

NIDORAN ♀ → NIDORINA LEV. 16 → NIDOQUEEN MOON STONE

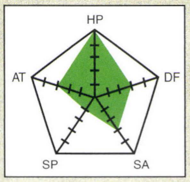
#31 NIDOQUEEN



FIND	WILD	EVOL.	EVENT
🟡		🟡	
🔴		🔴	
🔵		🔵	

TYPE: POISON/GROUND

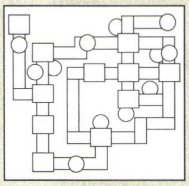
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	GROWL	NRM
–	–	TACKLE	NRM
–	–	SCRATCH	NRM
19	–	POISON STING	PSN
23	23	BODY SLAM	NRM
–		DOUBLE KICK	FTG

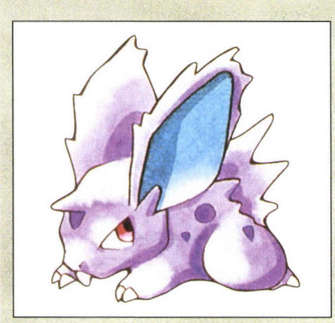
AREA



EVOLUTION

NIDORAN ♀ → NIDORINA LEV. 16 → NIDOQUEEN MOON STONE

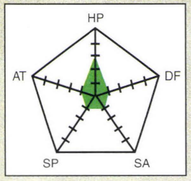
#32 NIDORAN ♂



FIND	WILD	EVOL.	EVENT
🟡	🟡		
🔴	🔴		
🔵	🔵		

TYPE: POISON

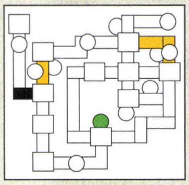
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	LEER	NRM
–	–	TACKLE	NRM
8	8	HORN ATTACK	NRM
17	14	POISON STING	PSN
23	21	FOCUS ENERGY	NRM
30	29	FURY ATTACK	NRM
38	36	HORN DRILL	NRM
12	43	DOUBLE KICK	FTG

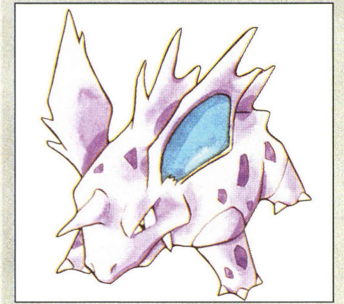
AREA



EVOLUTION

NIDORAN ♂ → NIDORINO LEV. 16 → NIDOKING MOON STONE

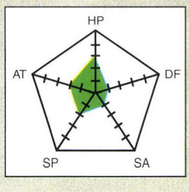
#33 NIDORINO



FIND	WILD	EVOL.	EVENT
🟡	🟡	🟡	
🔴	🔴	🔴	
🔵	🔵	🔵	🔵

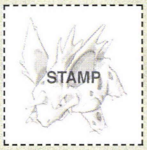
TYPE: POISON

STATS

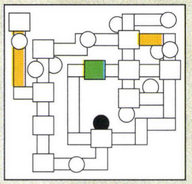


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	LEER	NRM
–	–	TACKLE	NRM
–	–	HORN ATTACK	NRM
19	–	POISON STING	PSN
27	23	FOCUS ENERGY	NRM
36	32	FURY ATTACK	NRM
46	41	HORN DRILL	NRM
12	50	DOUBLE KICK	FTG



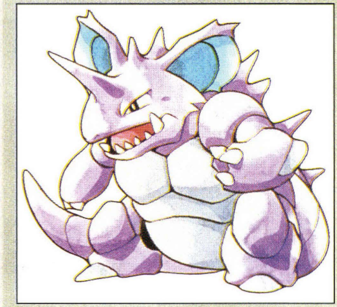
AREA



EVOLUTION

NIDORAN ♂ → NIDORINO LEV. 16 → NIDOKING MOON STONE

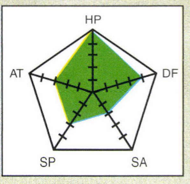
#34 NIDOKING



FIND	WILD	EVOL.	EVENT
🟡		🟡	
🔴		🔴	
🔵		🔵	

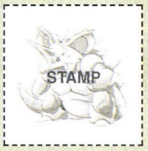
TYPE: POISON/GROUND

STATS

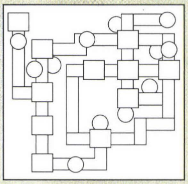


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	LEER	NRM
–	–	TACKLE	NRM
–	–	HORN ATTACK	NRM
19	–	POISON STING	PSN
23	23	THRASH	NRM
–		DOUBLE KICK	FTG



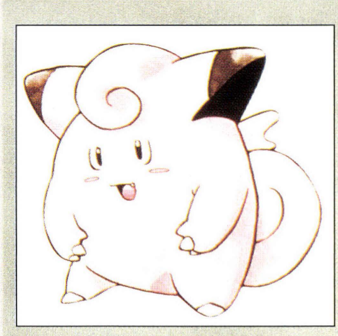
AREA



EVOLUTION

NIDORAN ♂ → NIDORINO LEV. 16 → NIDOKING MOON STONE

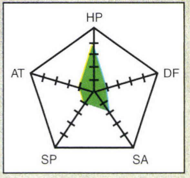
#35 CLEFAIRY



FIND	WILD	EVOL.	EVENT
🟡	🟡		
🔴	🔴		🔴
🔵	🔵		🔵

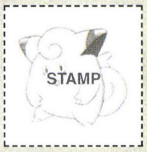
TYPE: NORMAL

STATS

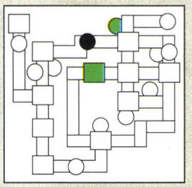


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	POUND	NRM
–	–	GROWL	NRM
13	13	SING	NRM
18	18	DOUBLESLAP	NRM
24	24	MINIMIZE	NRM
31	31	METRONOME	NRM
39	39	DEFENSE CURL	NRM
48	48	LIGHT SCREEN	PSY



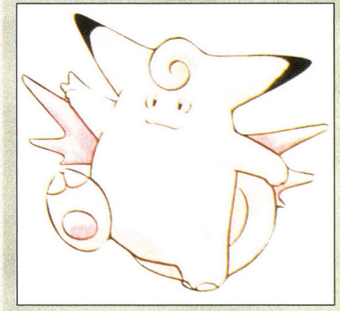
AREA



EVOLUTION

CLEFAIRY → CLEFABLE MOON STONE

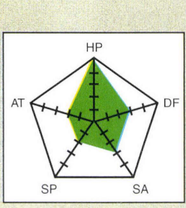
#36 CLEFABLE



FIND	WILD	EVOL.	EVENT
🟡		🟡	
🔴		🔴	
🔵		🔵	

TYPE: NORMAL

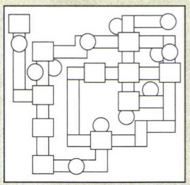
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	POUND	NRM
–	–	GROWL	NRM
*	*	SING	NRM
*	*	DOUBLESLAP	NRM
*	*	MINIMIZE	NRM
*	*	METRONOME	NRM

AREA

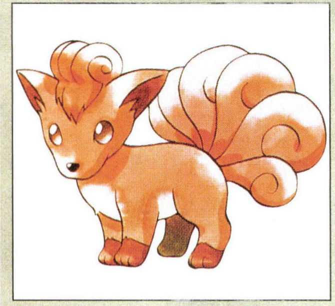


*If won at the slot machines, it will already have these abilities.

EVOLUTION

CLEFAIRY → CLEFABLE MOON STONE

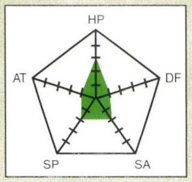
#37 VULPIX



FIND	WILD	EVOL.	EVENT
🟡			🟡
🔴			
🔵	🔵		

TYPE: FIRE

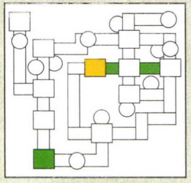
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	EMBER	FIR
–	–	TAIL WHIP	NRM
–	16	QUICK ATTACK	NRM
21	21	ROAR	NRM
28	28	CONFUSE RAY	GHO
35	35	FLAMETHROWER	FIR
42	42	FIRE SPIN	FIR

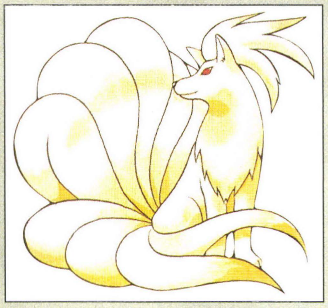
AREA



EVOLUTION

VULPIX → NINETALES FIRE STONE

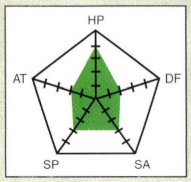
#38 NINETALES



FIND	WILD	EVOL.	EVENT
🟡		🟡	
🔴			
🔵		🔵	

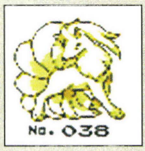
TYPE: FIRE

STATS

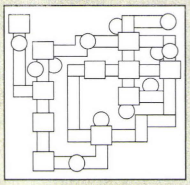


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	EMBER	FIR
–	–	TAIL WHIP	NRM



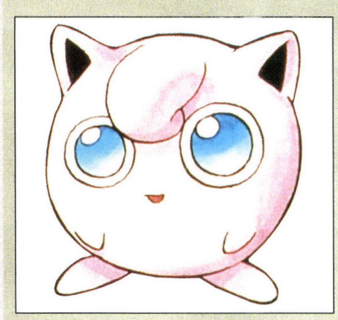
AREA



EVOLUTION

VULPIX → NINETALES FIRE STONE

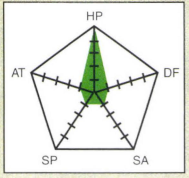
#39 JIGGLYPUFF



FIND	WILD	EVOL.	EVENT
🟡	🟡		
🔴	🔴		
🔵	🔵		

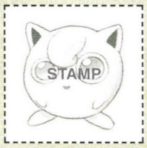
TYPE: NORMAL

STATS

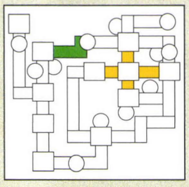


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	SING	NRM
9	9	POUND	NRM
14	14	DISABLE	NRM
19	19	DEFENSE CURL	NRM
24	24	DOUBLESLAP	NRM
29	29	REST	PSY
34	34	BODY SLAM	NRM
39	39	DOUBLE-EDGE	NRM



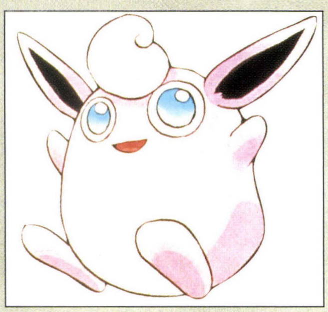
AREA



EVOLUTION

JIGGLYPUFF → WIGGLYTUFF MOON STONE

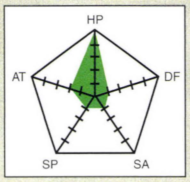
#40 WIGGLYTUFF



FIND	WILD	EVOL.	EVENT
🟡			🟡
🔴	🔴		
🔵	🔵		

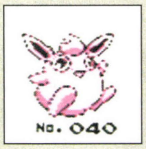
TYPE: NORMAL

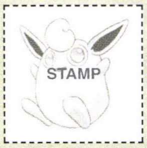
STATS



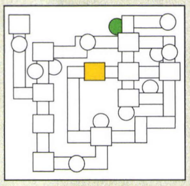
ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	SING	NRM
*	*	DISABLE	NRM
*	*	DEFENSE CURL	NRM
*	*	DOUBLESLAP	NRM





AREA

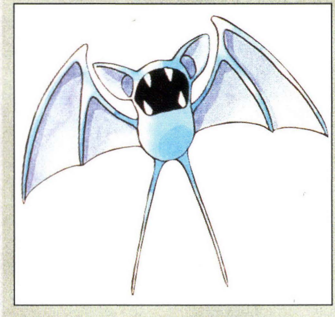


*If caught in the wild or won at the slot machines, it will already have these abilities.

EVOLUTION

JIGGLYPUFF → WIGGLYTUFF MOON STONE

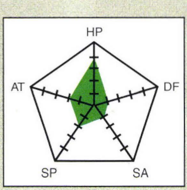
#41 ZUBAT



	FIND	WILD	EVOL.	EVENT
🟡	●	●		
🔴	●	●		
🔵	●	●		

TYPE: POISON/FLYING

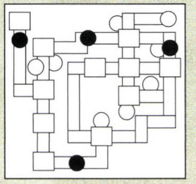
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	LEECH LIFE	BUG
10	10	SUPERSONIC	NRM
15	15	BITE	NRM
21	21	CONFUSE RAY	GHO
28	28	WING ATTACK	FLY
36	36	HAZE	ICE

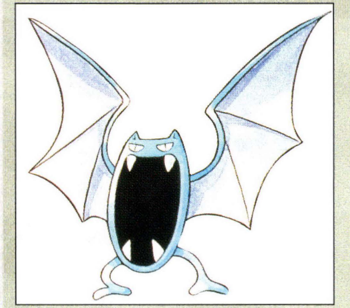
AREA



EVOLUTION

ZUBAT → GOLBAT LEV. 22

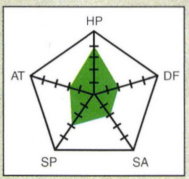
#42 GOLBAT



	FIND	WILD	EVOL.	EVENT
🟡	●	●	●	
🔴	●	●	●	
🔵	●	●	●	

TYPE: POISON/FLYING

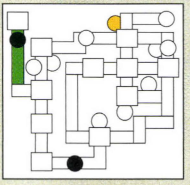
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	LEECH LIFE	BUG
*	*	SCREECH	NRM
–	–	SUPERSONIC	NRM
–	–	BITE	NRM
–	–	CONFUSE RAY	GHO
32	32	WING ATTACK	FLY
43	43	HAZE	ICE

AREA

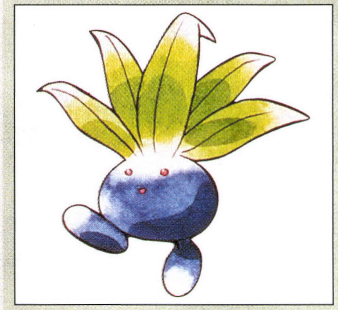


*If evolved from Zubat, it will not learn these abilities.

EVOLUTION

ZUBAT → GOLBAT LEV. 22

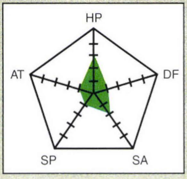
#43 ODDISH



	FIND	WILD	EVOL.	EVENT
🟡	●	●		
🔴	●	●		
🔵	●			

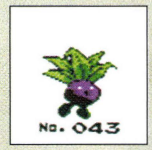
TYPE: GRASS/POISON

STATS

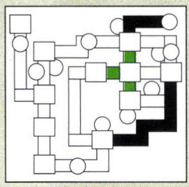


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	ABSORB	GRS
15	15	POISON POWDER	PSN
17	17	STUN SPORE	GRS
19	19	SLEEP POWDER	GRS
24	24	ACID	PSN
33	33	PETAL DANCE	GRS
46	46	SOLAR BEAM	GRS



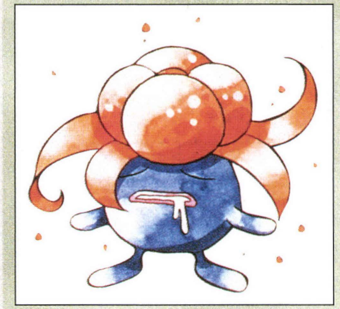
AREA



EVOLUTION

ODDISH → GLOOM LEV. 21 → VILEPLUME LEAF STONE

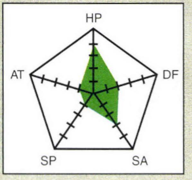
#44 GLOOM



	FIND	WILD	EVOL.	EVENT
🟡	●	●	●	
🔴	●	●	●	
🔵	●			

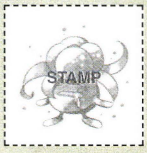
TYPE: GRASS/POISON

STATS

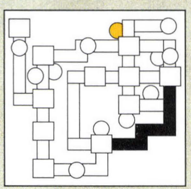


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	ABSORB	GRS
–	–	POISON POWDER	PSN
–	–	STUN SPORE	GRS
–	–	SLEEP POWDER	GRS
28	28	ACID	PSN
38	38	PETAL DANCE	GRS
52	52	SOLAR BEAM	GRS



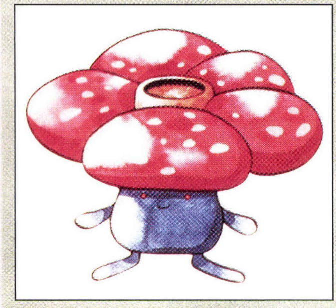
AREA



EVOLUTION

ODDISH → GLOOM LEV. 21 → VILEPLUME LEAF STONE

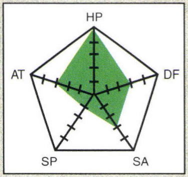
#45 VILEPLUME



Find	Wild	Evol.	Event
🟡		🟡	
🔴		🔴	
🔵			

TYPE: GRASS/POISON

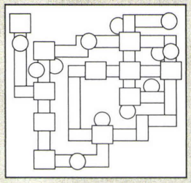
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	ABSORB	GRS
–	–	POISON POWDER	PSN
–	–	STUN SPORE	GRS
–	–	SLEEP POWDER	GRS

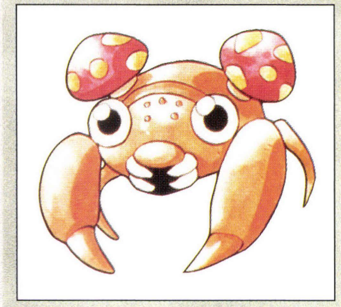
AREA



EVOLUTION

ODDISH → GLOOM LEV. 21 → VILEPLUME LEAF STONE

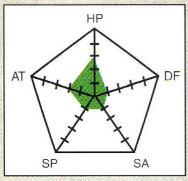
#46 PARAS



Find	Wild	Evol.	Event
🟡	🟡		
🔴	🔴		
🔵	🔵		

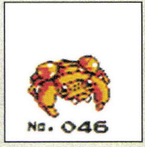
TYPE: BUG/GRASS

STATS

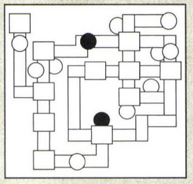


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	SCRATCH	NRM
13	13	STUN SPORE	GRS
20	20	LEECH LIFE	BUG
27	27	SPORE	GRS
34	34	SLASH	NRM
41	41	GROWTH	NRM



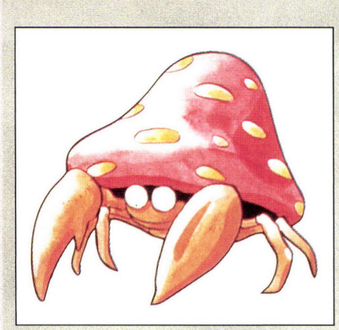
AREA



EVOLUTION

PARAS → PARASECT LEV. 24

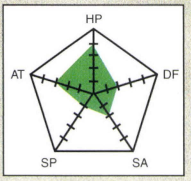
#47 PARASECT



Find	Wild	Evol.	Event
🟡	🟡	🟡	🟡
🔴	🔴	🔴	
🔵	🔵	🔵	

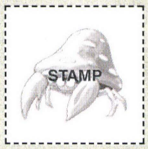
TYPE: BUG/GRASS

STATS

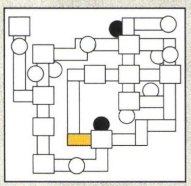


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	SCRATCH	NRM
–	–	STUN SPORE	GRS
–	–	LEECH LIFE	BUG
30	30	SPORE	GRS
39	39	SLASH	NRM
48	48	GROWTH	NRM



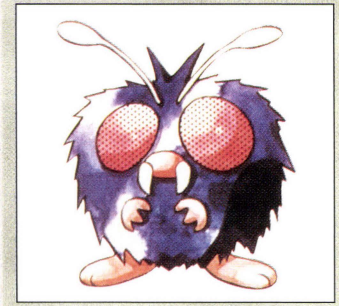
AREA



EVOLUTION

PARAS → PARASECT LEV. 24

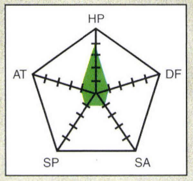
#48 VENONAT



Find	Wild	Evol.	Event
🟡	🟡		
🔴	🔴		
🔵	🔵		

TYPE: BUG/POISON

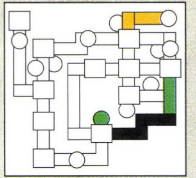
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	TACKLE	NRM
–	–	DISABLE	NRM
11		SUPERSONIC	NRM
19		CONFUSION	PSY
22	24	POISON POWDER	PSN
27	27	LEECH LIFE	BUG
30	30	STUN SPORE	GRS
35	35	PSYBEAM	PSY
38	38	SLEEP POWDER	GRS
43	43	PSYCHIC	PSY

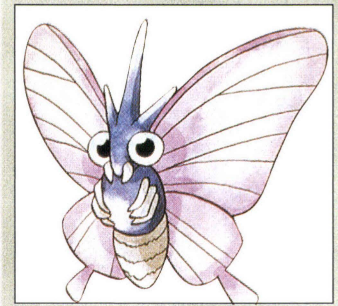
AREA



EVOLUTION

VENONAT → VENOMOTH LEV. 31

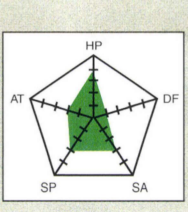
#49 VENOMOTH



	Find	Wild	Evol.	Event
🟡	●	●	●	
🔴	●	●	●	
🔵	●	●	●	

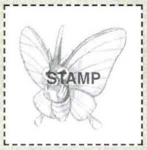
Type: BUG/POISON

Stats

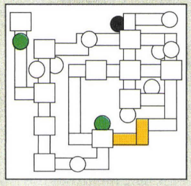


Ability

Lv🟡	Lv🔴🔵	Attack	Type
–	–	TACKLE	NRM
–	–	DISABLE	NRM
–		SUPERSONIC	NRM
–		CONFUSION	PSY
–	–	POISON POWDER	PSN
–	–	LEECH LIFE	BUG
–	–	STUN SPORE	GRS
38	38	PSYBEAM	PSY
43	43	SLEEP POWDER	GRS
50	50	PSYCHIC	PSY



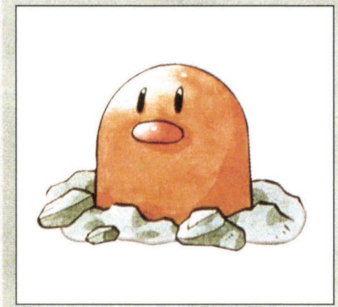
Area



Evolution

VENONAT → VENOMOTH LEV. 31

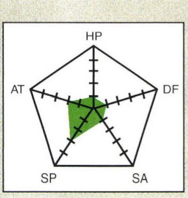
#50 DIGLETT



	Find	Wild	Evol.	Event
🟡	●	●		
🔴	●	●		
🔵	●	●		

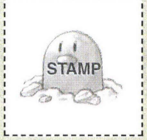
Type: GROUND

Stats

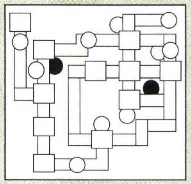


Ability

Lv🟡	Lv🔴🔵	Attack	Type
–	–	SCRATCH	NRM
–	–	GROWL	NRM
19	19	DIG	GRD
24	24	SAND-ATTACK	NRM
31	31	SLASH	NRM
40	40	EARTHQUAKE	GRD



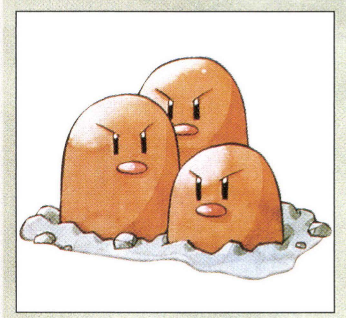
Area



Evolution

DIGLETT → DUGTRIO LEV. 26

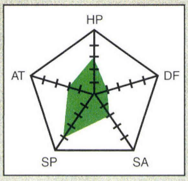
#51 DUGTRIO



	Find	Wild	Evol.	Event
🟡	●	●	●	●
🔴	●	●	●	
🔵	●	●	●	

Type: GROUND

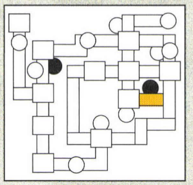
Stats



Ability

Lv🟡	Lv🔴🔵	Attack	Type
–	–	SCRATCH	NRM
–	–	GROWL	NRM
–	–	DIG	GRD
–	–	SAND-ATTACK	NRM
35	35	SLASH	NRM
47	47	EARTHQUAKE	GRD

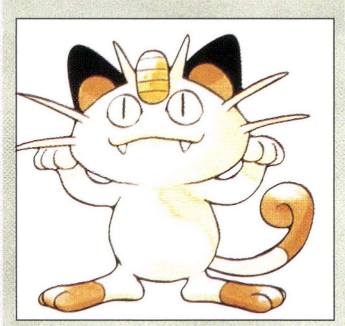
Area



Evolution

DIGLETT → DUGTRIO LEV. 26

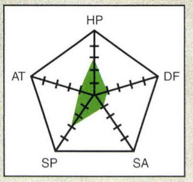
#52 MEOWTH



	Find	Wild	Evol.	Event
🟡	●			
🔴	●			
🔵	●	●		

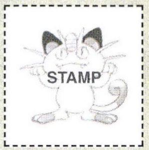
Type: NORMAL

Stats

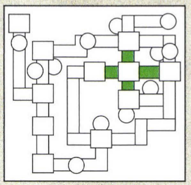


Ability

Lv🟡	Lv🔴🔵	Attack	Type
	–	SCRATCH	NRM
	–	GROWL	NRM
	12	BITE	NRM
	17	PAY DAY	NRM
	24	SCREECH	NRM
	33	FURY SWIPES	NRM
	44	SLASH	NRM



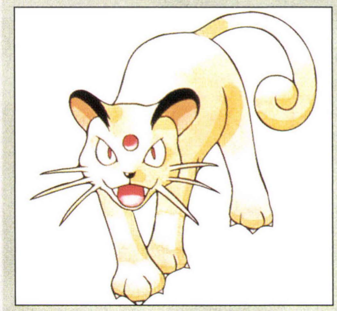
Area



Evolution

MEOWTH → PERSIAN LEV. 28

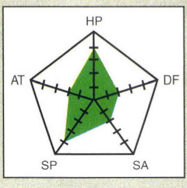
#53 PERSIAN



	FIND	WILD	EVOL.	EVENT
🟡	●			
🔴	●			
🔵	●		●	

TYPE: NORMAL

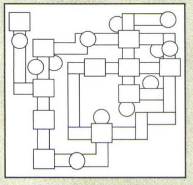
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
	–	SCRATCH	NRM
	–	GROWL	NRM
	–	BITE	NRM
	–	PAY DAY	NRM
	–	SCREECH	NRM
	37	FURY SWIPES	NRM
	51	SLASH	NRM

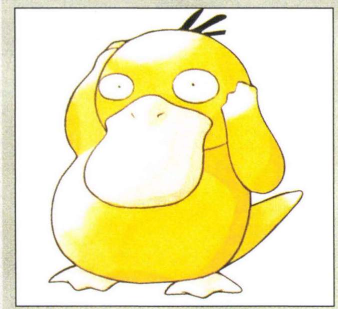
AREA



EVOLUTION

MEOWTH → PERSIAN LEV. 28

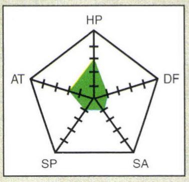
#54 PSYDUCK



	FIND	WILD	EVOL.	EVENT
🟡	●	●		
🔴	●	●		
🔵	●	●		

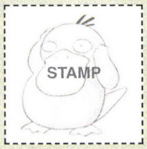
TYPE: WATER

STATS

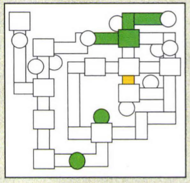


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	SCRATCH	NRM
28	28	TAIL WHIP	NRM
31	31	DISABLE	NRM
36	36	CONFUSION	PSY
43	43	FURY SWIPES	NRM
52	52	HYDRO PUMP	WTR



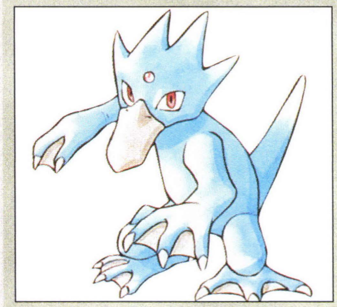
AREA



EVOLUTION

PSYDUCK → GOLDUCK LEV. 33

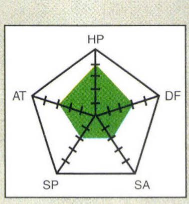
#55 GOLDUCK



	FIND	WILD	EVOL.	EVENT
🟡	●	●	●	
🔴	●	●	●	
🔵	●	●	●	

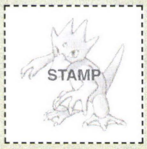
TYPE: WATER

STATS

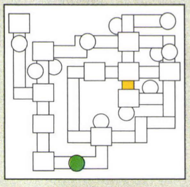


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	SCRATCH	NRM
28	–	TAIL WHIP	NRM
31	–	DISABLE	NRM
39	39	CONFUSION	PSY
48	48	FURY SWIPES	NRM
59	59	HYDRO PUMP	WTR



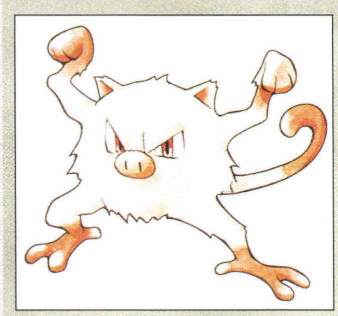
AREA



EVOLUTION

PSYDUCK → GOLDUCK LEV. 33

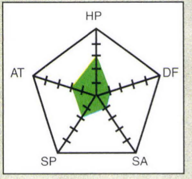
#56 MANKEY



	FIND	WILD	EVOL.	EVENT
🟡	●	●		
🔴	●	●		
🔵	●			

TYPE: FIGHTING

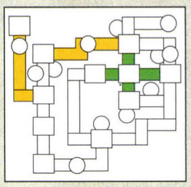
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	SCRATCH	NRM
–	–	LEER	NRM
9		LOW KICK	FTG
15	15	KARATE CHOP	NRM
21	21	FURY SWIPES	NRM
27	27	FOCUS ENERGY	NRM
33	33	SEISMIC TOSS	FTG
39	39	THRASH	NRM
45		SCREECH	NRM

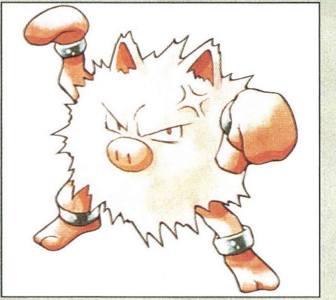
AREA



EVOLUTION

MANKEY → PRIMEAPE LEV. 28

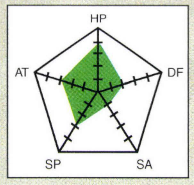
#57 PRIMEAPE



FIND	WILD	EVOL.	EVENT
🟡	🟡	🟡	
🔴		🔴	
🔵			

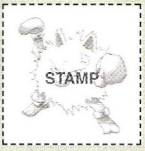
TYPE: FIGHTING

STATS

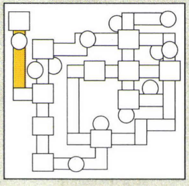


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	SCRATCH	NRM
–	–	LEER	NRM
–		LOW KICK	FTG
–	–	KARATE CHOP	NRM
–	–	FURY SWIPES	NRM
–	–	FOCUS ENERGY	NRM
28		RAGE	NRM
37	37	SEISMIC TOSS	FTG
45		SCREECH	NRM
46	46	THRASH	NRM



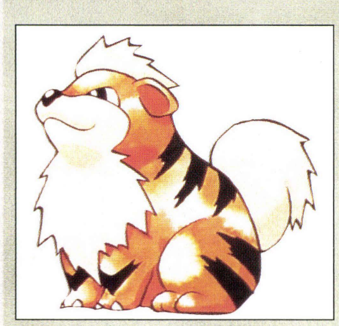
AREA



EVOLUTION

MANKEY → PRIMEAPE LEV. 28

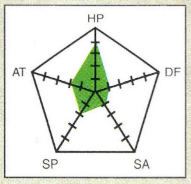
#58 GROWLITHE



FIND	WILD	EVOL.	EVENT
🟡	🟡		
🔴	🔴		
🔵			

TYPE: FIRE

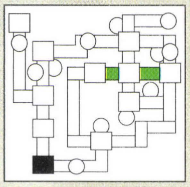
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	BITE	NRM
–	–	ROAR	NRM
–	18	EMBER	FIR
–	23	LEER	NRM
30	30	TAKE DOWN	NRM
39	39	AGILITY	PSY
50	50	FLAMETHROWER	FIR

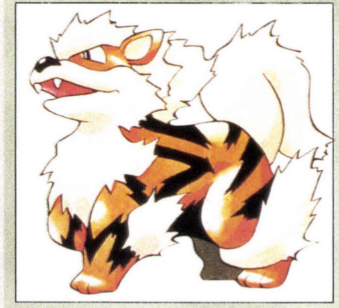
AREA



EVOLUTION

GROWLITHE → ARCANINE FIRE STONE

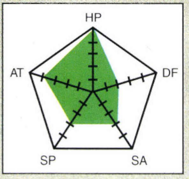
#59 ARCANINE



FIND	WILD	EVOL.	EVENT
🟡		🟡	
🔴		🔴	
🔵			

TYPE: FIRE

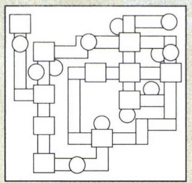
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	BITE	NRM
–	–	ROAR	NRM

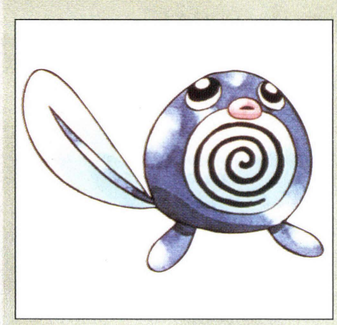
AREA



EVOLUTION

GROWLITHE → ARCANINE FIRE STONE

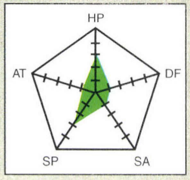
#60 POLIWAG



FIND	WILD	EVOL.	EVENT
🟡	🟡		
🔴	🔴		
🔵	🔵		

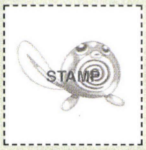
TYPE: WATER

STATS

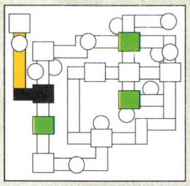


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	BUBBLE	WTR
16	16	HYPNOSIS	PSY
19	19	WATER GUN	WTR
25	25	DOUBLESLAP	NRM
31	31	BODY SLAM	NRM
38	38	AMNESIA	PSY
45	45	HYDRO PUMP	WTR



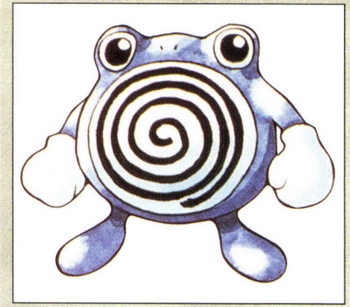
AREA



EVOLUTION

POLIWAG → POLIWHIRL LEV. 25 → POLIWRATH WATER STONE

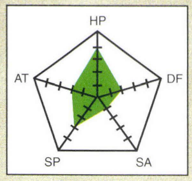
#61 POLIWHIRL



Find	Wild	Evol.	Event
🟡	🟡	🟡	
🔴	🔴	🔴	
🔵	🔵	🔵	

TYPE: WATER

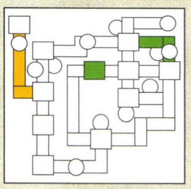
STATS



ABILITY

Lv 🟡	Lv 🔴🔵	Attack	Type
–	–	BUBBLE	WTR
16	–	HYPNOSIS	PSY
19	–	WATER GUN	WTR
26	26	DOUBLESLAP	NRM
33	33	BODY SLAM	NRM
41	41	AMNESIA	PSY
49	49	HYDRO PUMP	WTR

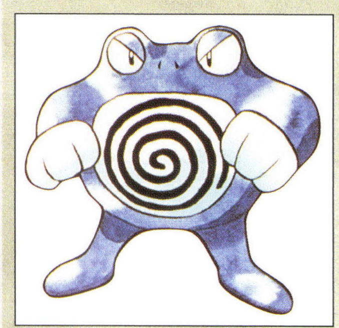
AREA



EVOLUTION

POLIWAG → POLIWHIRL LEV. 25 → POLIWRATH WATER STONE

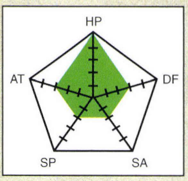
#62 POLIWRATH



Find	Wild	Evol.	Event
🟡			🟡
🔴			🔴
🔵			🔵

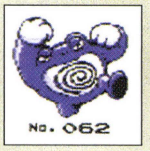
TYPE: WATER/FIGHTING

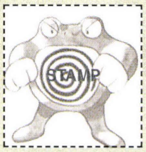
STATS



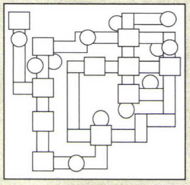
ABILITY

Lv 🟡	Lv 🔴🔵	Attack	Type
–	–	BUBBLE	WTR
16	–	HYPNOSIS	PSY
19	–	WATER GUN	WTR





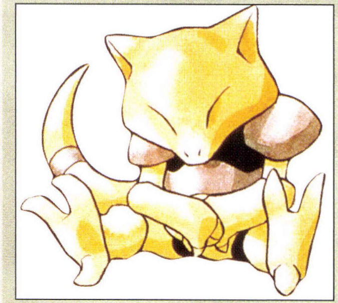
AREA



EVOLUTION

POLIWAG → POLIWHIRL LEV. 25 → POLIWRATH WATER STONE

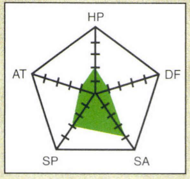
#63 ABRA



Find	Wild	Evol.	Event
🟡	🟡		🟡
🔴	🔴		🔴
🔵	🔵		🔵

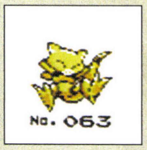
TYPE: PSYCHIC

STATS

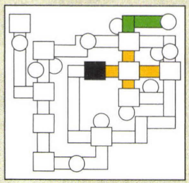


ABILITY

Lv 🟡	Lv 🔴🔵	Attack	Type
–	–	TELEPORT	PSY



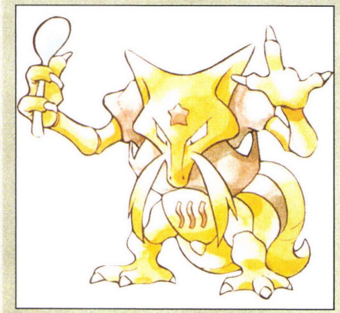
AREA



EVOLUTION

ABRA → KADABRA LEV. 16 → ALAKAZAM TRADE

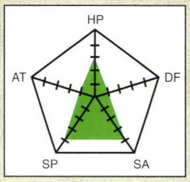
#64 KADABRA



Find	Wild	Evol.	Event
🟡	🟡	🟡	
🔴	🔴	🔴	
🔵	🔵	🔵	

TYPE: PSYCHIC

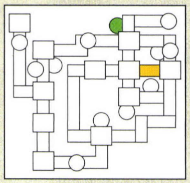
STATS



ABILITY

Lv 🟡	Lv 🔴🔵	Attack	Type
–	–	TELEPORT	PSY
*	*	KINESIS	PSY
16	16	CONFUSION	PSY
20	20	DISABLE	NRM
27	27	PSYBEAM	PSY
31	31	RECOVER	NRM
38	38	PSYCHIC	PSY
42	42	REFLECT	PSY

AREA

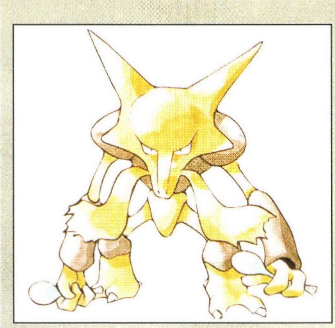


*In Yellow, if evolved from Abra it will not learn this ability.

EVOLUTION

ABRA → KADABRA LEV. 16 → ALAKAZAM TRADE

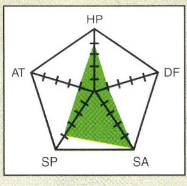
#65 ALAKAZAM



FIND	WILD	EVOL.	EVENT
🟡		🟡	
🔴		🔴	
🔵		🔵	

TYPE: PSYCHIC

STATS

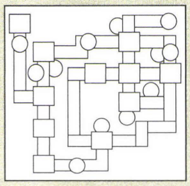


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	TELEPORT	PSY
*	*	KINESIS	PSY
16	16	CONFUSION	PSY
20	20	DISABLE	NRM
27	27	PSYBEAM	PSY
31	31	RECOVER	NRM
38	38	PSYCHIC	PSY
42	42	REFLECT	PSY

*In Yellow, if evolved from Kadabra it will not learn this ability.

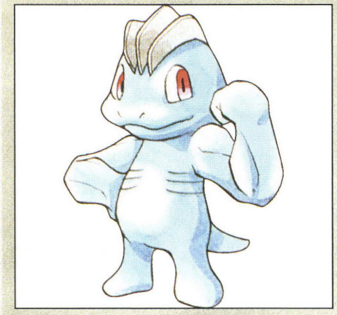
AREA



EVOLUTION

ABRA → KADABRA LEV. 16 → ALAKAZAM TRADE

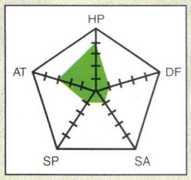
#66 MACHOP



FIND	WILD	EVOL.	EVENT
🟡	🟡		
🔴	🔴		
🔵	🔵		

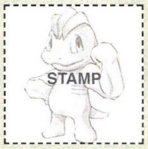
TYPE: FIGHTING

STATS

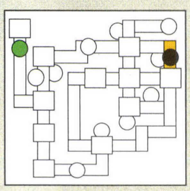


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	KARATE CHOP	NRM
20	20	LOW KICK	FTG
25	25	LEER	NRM
32	32	FOCUS ENERGY	NRM
39	39	SEISMIC TOSS	FTG
46	46	SUBMISSION	FTG



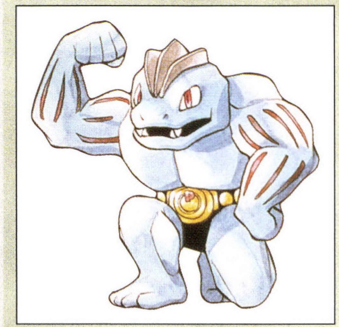
AREA



EVOLUTION

MACHOP → MACHOKE LEV. 28 → MACHAMP TRADE

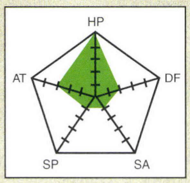
#67 MACHOKE



FIND	WILD	EVOL.	EVENT
🟡	🟡	🟡	🟡
🔴	🔴	🔴	
🔵	🔵	🔵	

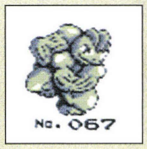
TYPE: FIGHTING

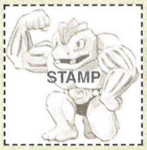
STATS



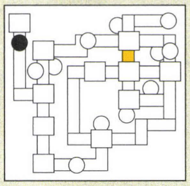
ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	KARATE CHOP	NRM
20	–	LOW KICK	FTG
25	–	LEER	NRM
36	36	FOCUS ENERGY	NRM
44	44	SEISMIC TOSS	FTG
52	52	SUBMISSION	FTG





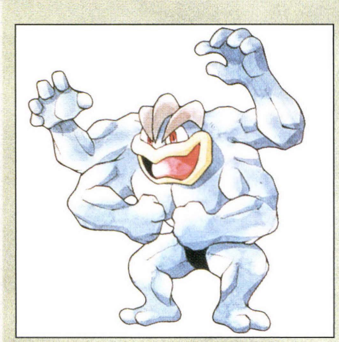
AREA



EVOLUTION

MACHOP → MACHOKE LEV. 28 → MACHAMP TRADE

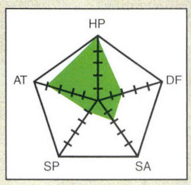
#68 MACHAMP



FIND	WILD	EVOL.	EVENT
🟡		🟡	
🔴		🔴	
🔵		🔵	

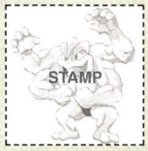
TYPE: FIGHTING

STATS

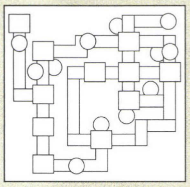


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	KARATE CHOP	NRM
20	–	LOW KICK	FTG
25	–	LEER	NRM
36	36	FOCUS ENERGY	NRM
44	44	SEISMIC TOSS	FTG
52	52	SUBMISSION	FTG



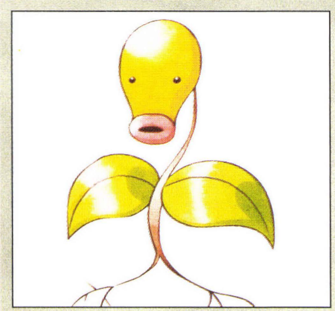
AREA



EVOLUTION

MACHOP → MACHOKE LEV. 28 → MACHAMP TRADE

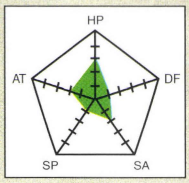
#69 BELLSPROUT



	FIND	WILD	EVOL.	EVENT
	🟡	🟡		
	🔴			
	🔵	🔵		

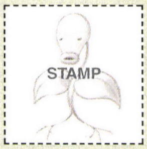
TYPE: GRASS/POISON

STATS

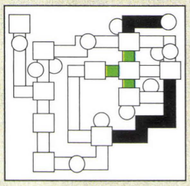


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	VINE WHIP	GRS
–	–	GROWTH	NRM
13	13	WRAP	NRM
15	15	POISON POWDER	PSN
18	18	SLEEP POWDER	GRS
21	21	STUN SPORE	GRS
26	26	ACID	PSN
33	33	RAZOR LEAF	GRS
42	42	SLAM	NRM



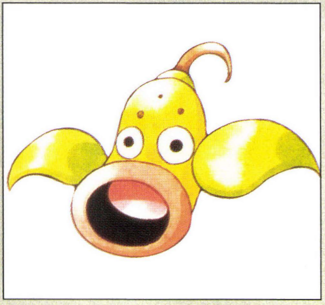
AREA



EVOLUTION

BELLSPROUT → WEEPINBELL LEV. 21 → VICTREEBEL LEAF STONE

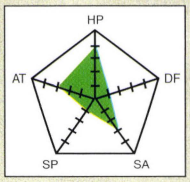
#70 WEEPINBELL



	FIND	WILD	EVOL.	EVENT
	🟡	🟡	🟡	
	🔴			
	🔵	🔵	🔵	

TYPE: GRASS/POISON

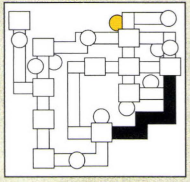
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	VINE WHIP	GRS
–	–	GROWTH	NRM
–	–	WRAP	NRM
–	–	POISONPOWDER	PSN
–	–	SLEEP POWDER	GRS
23	23	STUN SPORE	GRS
29	29	ACID	PSN
38	38	RAZOR LEAF	GRS
49	49	SLAM	NRM

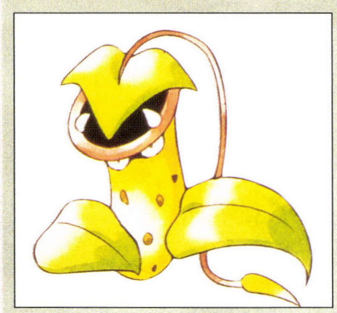
AREA



EVOLUTION

BELLSPROUT → WEEPINBELL LEV. 21 → VICTREEBEL LEAF STONE

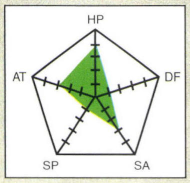
#71 VICTREEBEL



	FIND	WILD	EVOL.	EVENT
	🟡		🟡	
	🔴			
	🔵		🔵	

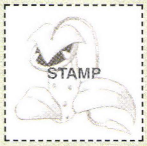
TYPE: GRASS/POISON

STATS

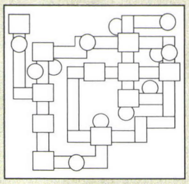


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	VINE WHIP	GRS
–	–	GROWTH	NRM
–	–	WRAP	NRM
–	–	POISON POWDER	PSN
–	–	SLEEP POWDER	GRS



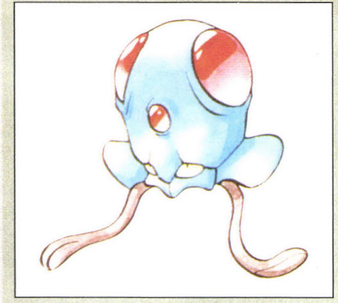
AREA



EVOLUTION

BELLSPROUT → WEEPINBELL LEV. 21 → VICTREEBEL LEAF STONE

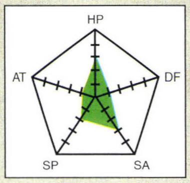
#72 TENTACOOL



	FIND	WILD	EVOL.	EVENT
	🟡	🟡		
	🔴	🔴		
	🔵	🔵		

TYPE: WATER/POISON

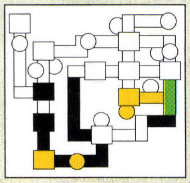
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	ACID	PSN
7	7	SUPERSONIC	NRM
13	13	WRAP	NRM
18	18	POISON STING	PSN
22	22	WATER GUN	WTR
27	27	CONSTRICT	NRM
33	33	BARRIER	PSY
40	40	SCREECH	NRM
48	48	HYDRO PUMP	WTR

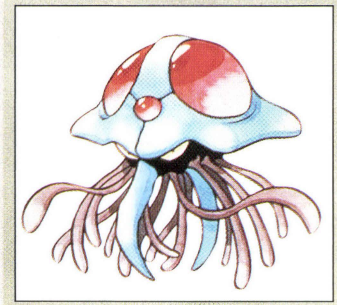
AREA



EVOLUTION

TENTACOOL → TENTACRUEL LEV. 30

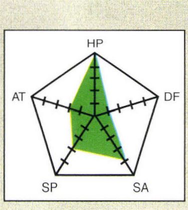
#73 TENTACRUEL



FIND	WILD	EVOL.	EVENT
🟡	🟡	🟡	
🔴		🔴	
🔵		🔵	

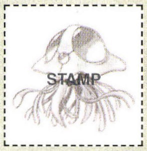
TYPE: WATER/POISON

STATS

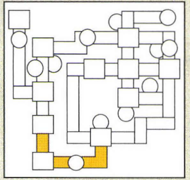


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	ACID	PSN
–	–	SUPERSONIC	NRM
–	–	WRAP	NRM
–	–	POISON STING	PSN
22	–	WATER GUN	WTR
27	–	CONSTRICT	NRM
35	35	BARRIER	PSY
43	43	SCREECH	NRM
50	50	HYDRO PUMP	WTR



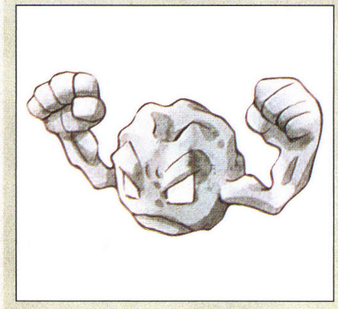
AREA



EVOLUTION

TENTACOOL → TENTACRUEL LEV. 30

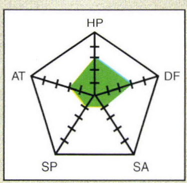
#74 GEODUDE



FIND	WILD	EVOL.	EVENT
🟡	🟡		
🔴	🔴		
🔵	🔵		

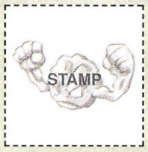
TYPE: ROCK/GROUND

STATS

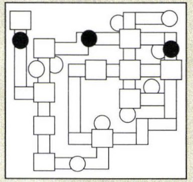


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	TACKLE	NRM
11	11	DEFENSE CURL	NRM
16	16	ROCK THROW	RCK
21	21	SELF DESTRUCT	NRM
26	26	HARDEN	NRM
31	31	EARTHQUAKE	GRD
36	36	EXPLOSION	NRM



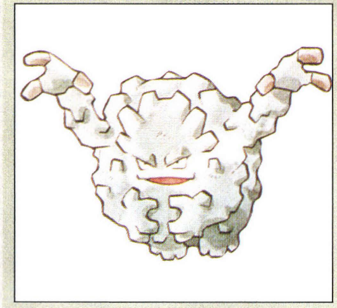
AREA



EVOLUTION

GEODUDE → GRAVELER LEV. 25 → GOLEM TRADE

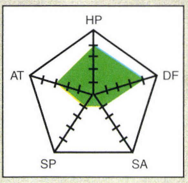
#75 GRAVELER



FIND	WILD	EVOL.	EVENT
🟡	🟡	🟡	
🔴	🔴	🔴	
🔵	🔵	🔵	

TYPE: ROCK/GROUND

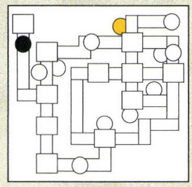
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	TACKLE	NRM
–	–	DEFENSE CURL	NRM
–	–	ROCK THROW	RCK
–	–	SELF DESTRUCT	NRM
29	29	HARDEN	NRM
36	36	EARTHQUAKE	GRD
43	43	EXPLOSION	NRM

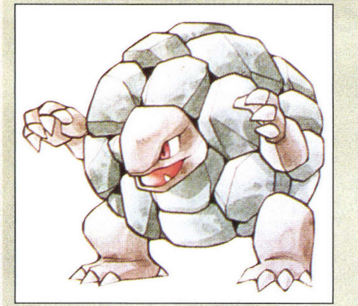
AREA



EVOLUTION

GEODUDE → GRAVELER LEV. 25 → GOLEM TRADE

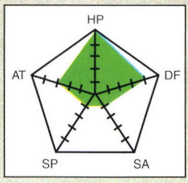
#76 GOLEM



FIND	WILD	EVOL.	EVENT
🟡		🟡	
🔴		🔴	
🔵		🔵	

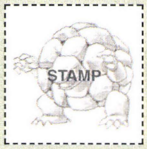
TYPE: ROCK/GROUND

STATS

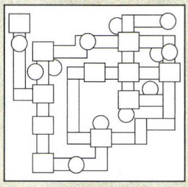


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	TACKLE	NRM
–	–	DEFENSE CURL	NRM
–	–	ROCK THROW	RCK
–	–	SELF DESTRUCT	NRM
29	29	HARDEN	NRM
36	36	EARTHQUAKE	GRD
43	43	EXPLOSION	NRM



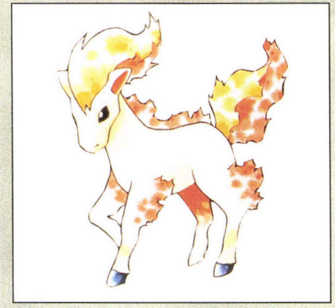
AREA



EVOLUTION

GEODUDE → GRAVELER LEV. 25 → GOLEM TRADE

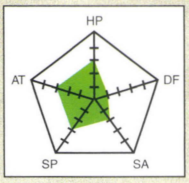
#77 PONYTA



Find	Wild	Evol.	Event
🟡	🟡		
🔴	🔴		
🔵	🔵		

TYPE: FIRE

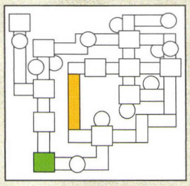
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	EMBER	FIR
30	30	TAIL WHIP	NRM
32	32	STOMP	NRM
35	35	GROWL	NRM
39	39	FIRE SPIN	FIR
43	43	TAKE DOWN	NRM
48	48	AGILITY	PSY

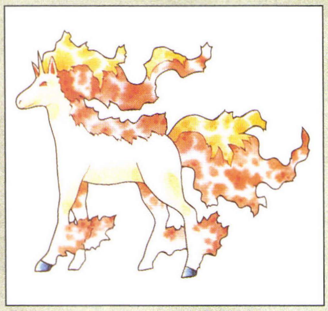
AREA



EVOLUTION

PONYTA → RAPIDASH LEV. 40

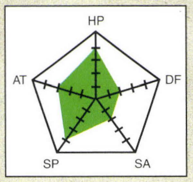
#78 RAPIDASH



Find	Wild	Evol.	Event
🟡		🟡	
🔴		🔴	
🔵		🔵	

TYPE: FIRE

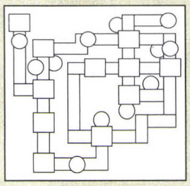
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	EMBER	FIR
–	–	TAIL WHIP	NRM
–	–	STOMP	NRM
–	–	GROWL	NRM
–	–	FIRE SPIN	FIR
47	47	TAKE DOWN	NRM
55	55	AGILITY	PSY

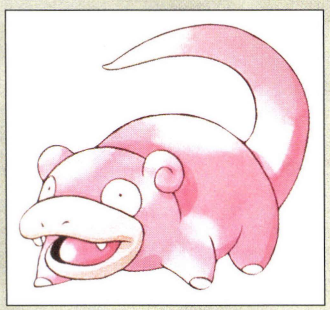
AREA



EVOLUTION

PONYTA → RAPIDASH LEV. 40

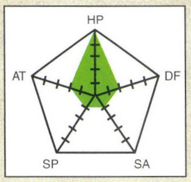
#79 SLOWPOKE



Find	Wild	Evol.	Event
🟡	🟡		
🔴	🔴		
🔵	🔵		

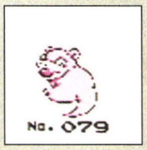
TYPE: WATER/PSYCHIC

STATS

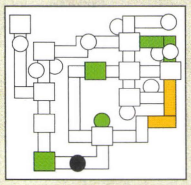


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	CONFUSION	PSY
18	18	DISABLE	NRM
22	22	HEAD BUTT	NRM
27	27	GROWL	NRM
33	33	WATER GUN	WTR
40	40	AMNESIA	PSY
48	48	PSYCHIC	PSY



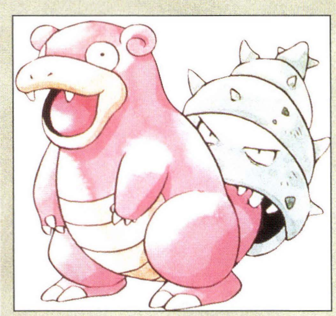
AREA



EVOLUTION

SLOWPOKE → SLOWBRO LEV. 37

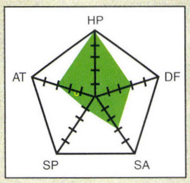
#80 SLOWBRO



Find	Wild	Evol.	Event
🟡	🟡	🟡	
🔴	🔴	🔴	
🔵	🔵	🔵	

TYPE: WATER/PSYCHIC

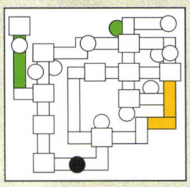
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	CONFUSION	PSY
18	–	DISABLE	NRM
22	–	HEAD BUTT	NRM
27	27	GROWL	NRM
33	33	WATER GUN	WTR
37	37	WITHDRAW	WTR
44	44	AMNESIA	PSY
55	55	PSYCHIC	PSY

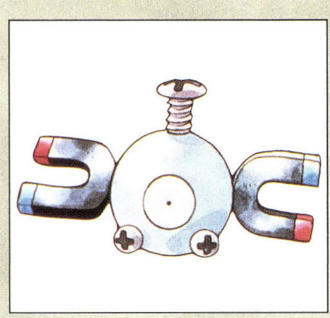
AREA



EVOLUTION

SLOWPOKE → SLOWBRO LEV. 37

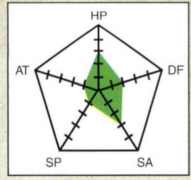
#81 MAGNEMITE



FIND	WILD	EVOL.	EVENT
🟡	🟡		
🔴	🔴		
🔵	🔵		

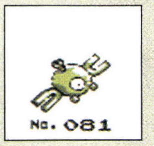
TYPE: ELECTRIC

STATS

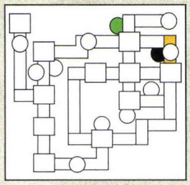


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	TACKLE	NRM
21	–	SONIC BOOM	NRM
25	25	THUNDERSHOCK	ELC
29	29	SUPERSONIC	NRM
35	35	THUNDER WAVE	ELC
41	41	SWIFT	NRM
47	47	SCREECH	NRM



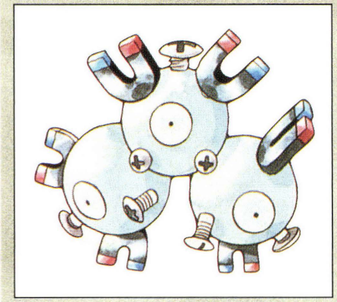
AREA



EVOLUTION

MAGNEMITE → MAGNETON LEV. 30

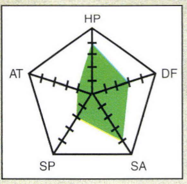
#82 MAGNETON



FIND	WILD	EVOL.	EVENT
🟡	🟡	🟡	
🔴	🔴	🔴	
🔵	🔵	🔵	

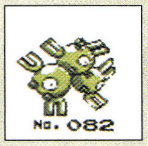
TYPE: ELECTRIC

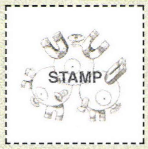
STATS



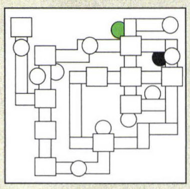
ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	TACKLE	NRM
–	–	SONIC BOOM	NRM
–	–	THUNDERSHOCK	ELC
–	–	SUPERSONIC	NRM
38	38	THUNDER WAVE	ELC
46	46	SWIFT	NRM
54	54	SCREECH	NRM





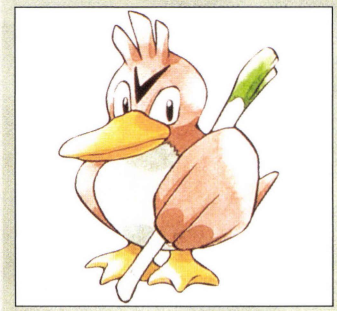
AREA



EVOLUTION

MAGNEMITE → MAGNETON LEV. 30

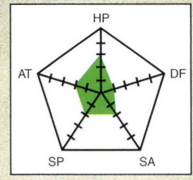
#83 FARFETCH'D



FIND	WILD	EVOL.	EVENT
🟡	🟡		
🔴			🔴
🔵			🔵

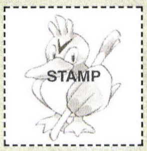
TYPE: NORMAL/FLYING

STATS

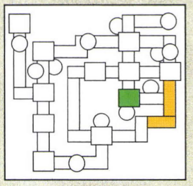


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	PECK	FLY
–	–	SAND-ATTACK	NRM
–	7	LEER	NRM
–	15	FURY ATTACK	NRM
–	23	SWORDS DANCE	NRM
31	31	AGILITY	PSY
39	39	SLASH	NRM



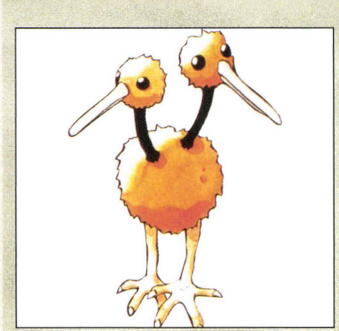
AREA



EVOLUTION

FARFETCH'D

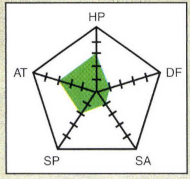
#84 DODUO



FIND	WILD	EVOL.	EVENT
🟡	🟡		
🔴	🔴		
🔵	🔵		

TYPE: NORMAL/FLYING

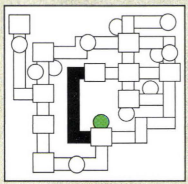
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	PECK	FLY
–	20	GROWL	NRM
24	24	FURY ATTACK	NRM
30	30	DRILL PECK	FLY
36	36	RAGE	NRM
40	40	TRI ATTACK	NRM
44	44	AGILITY	PSY

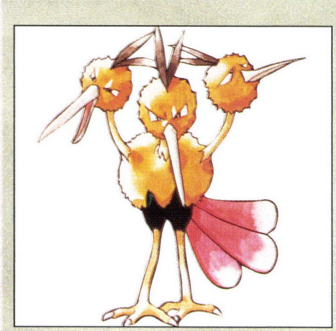
AREA



EVOLUTION

DODUO → DODRIO LEV. 31

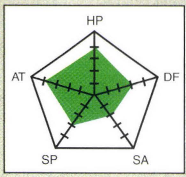
#85 DODRIO



FIND	WILD	EVOL.	EVENT
🟡	🟡	🟡	
🔴	🔴	🔴	
🔵	🔵	🔵	

TYPE: NORMAL/FLYING

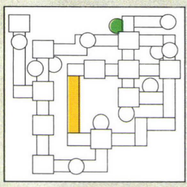
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	PECK	FLY
–	–	GROWL	NRM
–	–	FURY ATTACK	NRM
30	–	DRILL PECK	FLY
39	39	RAGE	NRM
45	45	TRI ATTACK	NRM
51	51	AGILITY	PSY

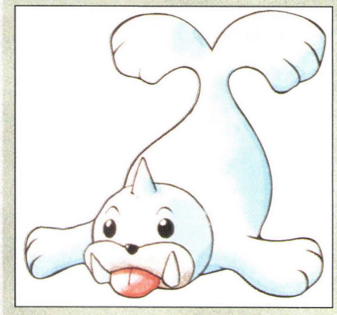
AREA



EVOLUTION

DODUO → DODRIO LEV. 31

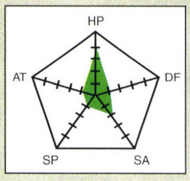
#86 SEEL



FIND	WILD	EVOL.	EVENT
🟡	🟡		
🔴	🔴		🔴
🔵	🔵		🔵

TYPE: WATER

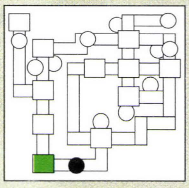
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	HEAD BUTT	NRM
30	30	GROWL	NRM
35	35	AURORA BEAM	ICE
40	40	REST	PSY
45	45	TAKE DOWN	NRM
50	50	ICE BEAM	ICE

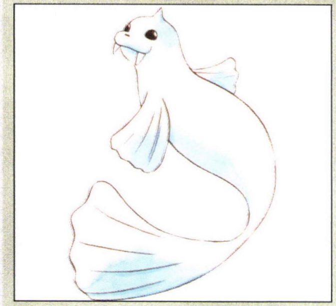
AREA



EVOLUTION

SEEL → DEWGONG LEV. 34

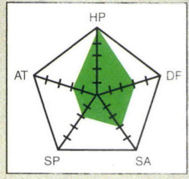
#87 DEWGONG



FIND	WILD	EVOL.	EVENT
🟡	🟡	🟡	🟡
🔴	🔴	🔴	
🔵	🔵	🔵	

TYPE: WATER/ICE

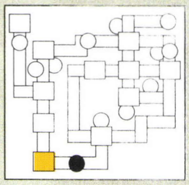
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	HEAD BUTT	NRM
30	30	GROWL	NRM
35	35	AURORA BEAM	ICE
44	44	REST	PSY
50	50	TAKE DOWN	NRM
56	56	ICE BEAM	ICE

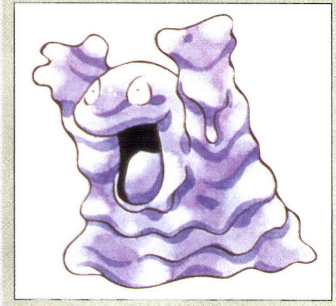
AREA



EVOLUTION

SEEL → DEWGONG LEV. 34

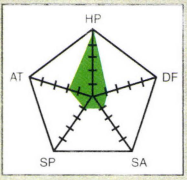
#88 GRIMER



FIND	WILD	EVOL.	EVENT
🟡	🟡		
🔴	🔴		
🔵	🔵		

TYPE: POISON

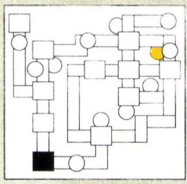
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	POUND	NRM
–	–	DISABLE	NRM
30	30	POISON GAS	PSN
33	33	MINIMIZE	NRM
37	37	SLUDGE	PSN
42	42	HARDEN	NRM
48	48	SCREECH	NRM
55	55	ACID ARMOR	PSN

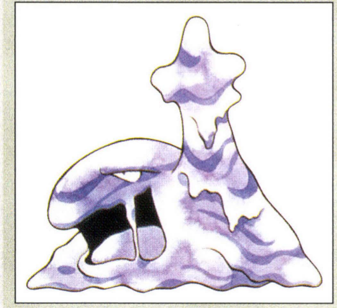
AREA



EVOLUTION

GRIMER → MUK LEV. 38

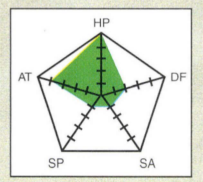
#89 MUK



	FIND	WILD	EVOL.	EVENT
	●	●	●	●
	●	●	●	
	●	●	●	

TYPE: POISON

STATS

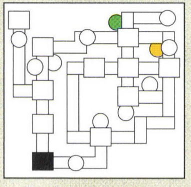


ABILITY

Lv ●	Lv ●●	Attack	Type
–	–	POUND	NRM
–	–	DISABLE	NRM
30	–	POISON GAS	PSN
33	–	MINIMIZE	NRM
37	–	SLUDGE	PSN
45	45	HARDEN	NRM
53	53	SCREECH	NRM
60	60	ACID ARMOR	PSN

No. 089

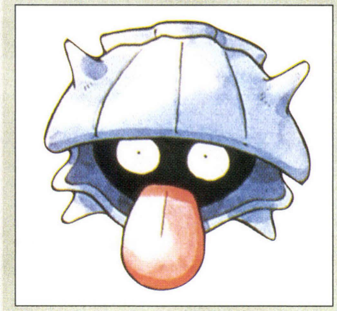
AREA



EVOLUTION

GRIMER → MUK LEV. 38

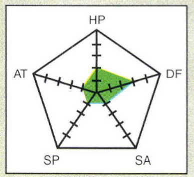
#90 SHELLDER



	FIND	WILD	EVOL.	EVENT
	●	●		
	●	●		
	●	●		

TYPE: WATER

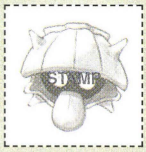
STATS



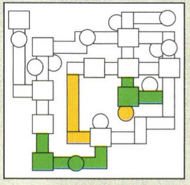
ABILITY

Lv ●	Lv ●●	Attack	Type
–	–	TACKLE	NRM
–	–	WITHDRAW	WTR
18	18	SUPERSONIC	NRM
23	23	CLAMP	WTR
30	30	AURORA BEAM	ICE
39	39	LEER	NRM
50	50	ICE BEAM	ICE

No. 090



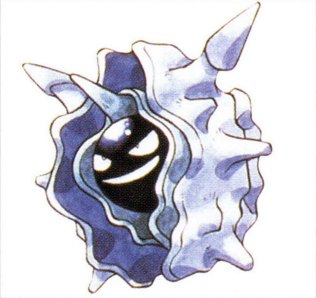
AREA



EVOLUTION

SHELLDER → CLOYSTER WATER STONE

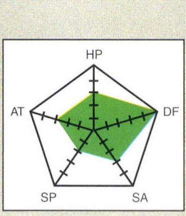
#91 CLOYSTER



	FIND	WILD	EVOL.	EVENT
	●		●	
	●		●	
	●		●	

TYPE: WATER/ICE

STATS

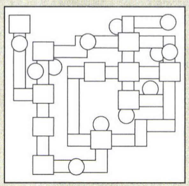


ABILITY

Lv ●	Lv ●●	Attack	Type
–	–	TACKLE	NRM
–	–	WITHDRAW	WTR
50	50	SPIKE CANNON	NRM

No. 091

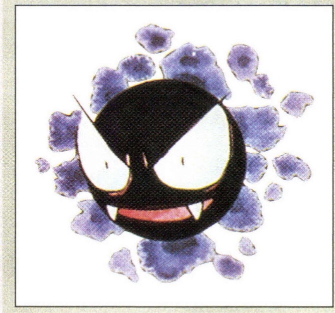
AREA



EVOLUTION

SHELLDER → CLOYSTER WATER STONE

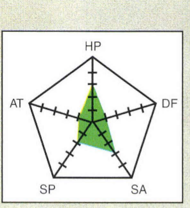
#92 GASTLY



	FIND	WILD	EVOL.	EVENT
	●	●		
	●	●		
	●	●		

TYPE: GHOST/POISON

STATS

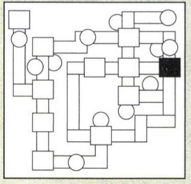


ABILITY

Lv ●	Lv ●●	Attack	Type
–	–	LICK	GHO
–	–	CONFUSE RAY	GHO
–	–	NIGHT SHADE	GHO
27	27	HYPNOSIS	PSY
35	35	DREAM EATER	PSY

No. 092

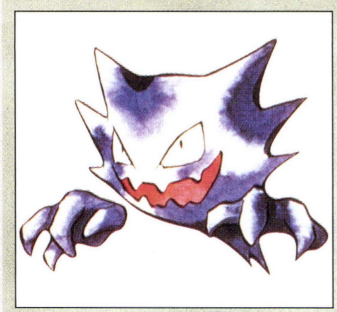
AREA



EVOLUTION

GASTLY → HAUNTER LEV. 25 → GENGAR TRADE

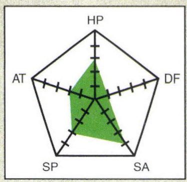
#93 **HAUNTER**



FIND	WILD	EVOL.	EVENT
🟡	🟡	🟡	
🔴	🔴	🔴	
🔵	🔵	🔵	

TYPE: GHOST/POISON

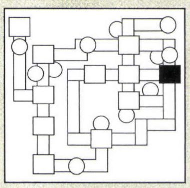
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	LICK	GHO
–	–	CONFUSE RAY	GHO
–	–	NIGHT SHADE	GHO
29	29	HYPNOSIS	PSY
38	38	DREAM EATER	PSY

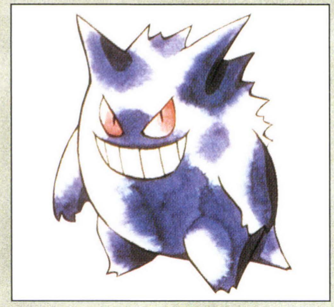
AREA



EVOLUTION

GASTLY → HAUNTER LEV. 25 → GENGAR TRADE

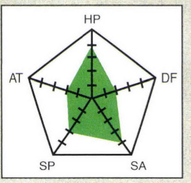
#94 **GENGAR**



FIND	WILD	EVOL.	EVENT
🟡		🟡	
🔴		🔴	
🔵		🔵	

TYPE: GHOST/POISON

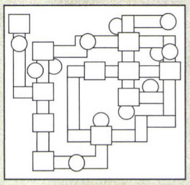
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	LICK	GHO
–	–	CONFUSE RAY	GHO
–	–	NIGHT SHADE	GHO
29	29	HYPNOSIS	PSY
38	38	DREAM EATER	PSY

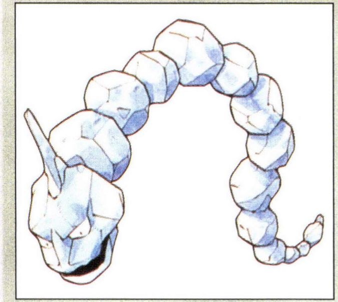
AREA



EVOLUTION

GASTLY → HAUNTER LEV. 25 → GENGAR TRADE

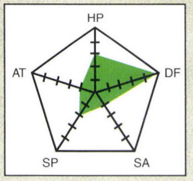
#95 **ONIX**



FIND	WILD	EVOL.	EVENT
🟡	🟡		
🔴	🔴		
🔵	🔵		

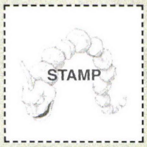
TYPE: ROCK/GROUND

STATS

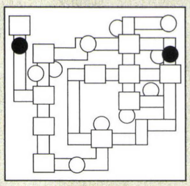


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	TACKLE	NRM
–	–	SCREECH	NRM
15	15	BIND	NRM
19	19	ROCK THROW	RCK
25	25	RAGE	NRM
33	33	SLAM	NRM
43	43	HARDEN	NRM



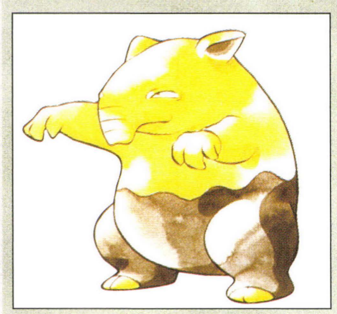
AREA



EVOLUTION

ONIX

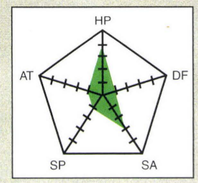
#96 **DROWZEE**



FIND	WILD	EVOL.	EVENT
🟡	🟡		
🔴	🔴		
🔵	🔵		

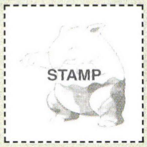
TYPE: PSYCHIC

STATS

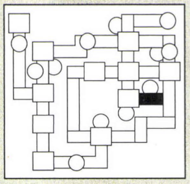


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	POUND	NRM
–	–	HYPNOSIS	PSY
–	12	DISABLE	NRM
17	17	CONFUSION	PSY
24	24	HEAD BUTT	NRM
29	29	POISON GAS	PSN
32	32	PSYCHIC	PSY
37	37	MEDITATE	PSY

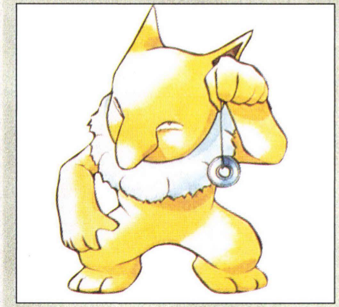


AREA



DROWZEE → HYPNO LEV. 26

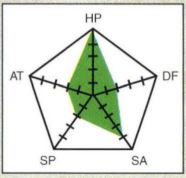
#97 HYPNO



FIND	WILD	EVOL.	EVENT
🟡		🟡	
🔴	🔴	🔴	
🔵	🔵	🔵	

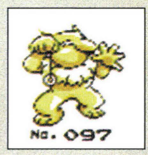
TYPE: PSYCHIC

Stats



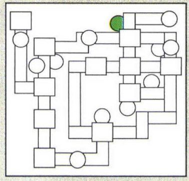
Ability

Lv🟡	Lv🔴🔵	Attack	Type
–	–	POUND	NRM
–	–	HYPNOSIS	PSY
–	–	DISABLE	NRM
–	–	CONFUSION	PSY
–	–	HEAD BUTT	NRM
33	33	POISON GAS	PSN
37	37	PSYCHIC	PSY
43	43	MEDITATE	PSY



STAMP

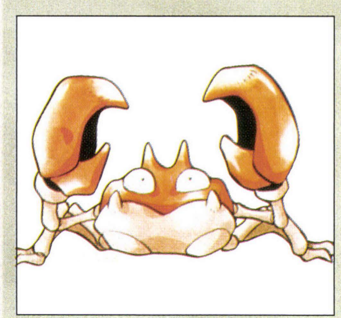
Area



Evolution

DROWZEE → HYPNO LEV. 26

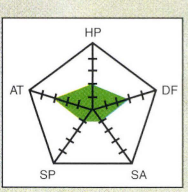
#98 KRABBY



FIND	WILD	EVOL.	EVENT
🟡	🟡		
🔴	🔴		
🔵	🔵		

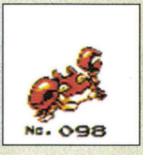
TYPE: WATER

Stats



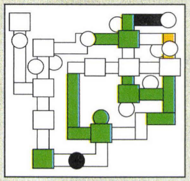
Ability

Lv🟡	Lv🔴🔵	Attack	Type
–	–	BUBBLE	WTR
–	–	LEER	NRM
20	20	VICE GRIP	NRM
25	25	GUILLOTINE	NRM
30	30	STOMP	NRM
35	35	CRAB HAMMER	WTR
40	40	HARDEN	NRM



STAMP

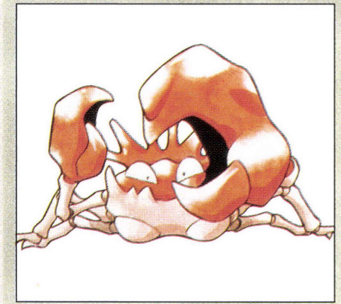
Area



Evolution

KRABBY → KINGLER LEV. 28

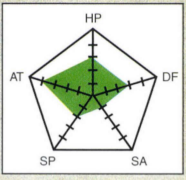
#99 KINGLER



FIND	WILD	EVOL.	EVENT
🟡	🟡	🟡	
🔴	🔴	🔴	
🔵	🔵	🔵	

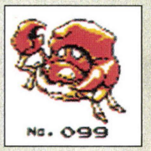
TYPE: WATER

Stats



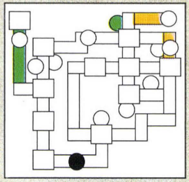
Ability

Lv🟡	Lv🔴🔵	Attack	Type
–	–	BUBBLE	WTR
–	–	LEER	NRM
20	–	VICE GRIP	NRM
25	25	GUILLOTINE	NRM
34	34	STOMP	NRM
42	42	CRAB HAMMER	WTR
49	49	HARDEN	NRM



STAMP

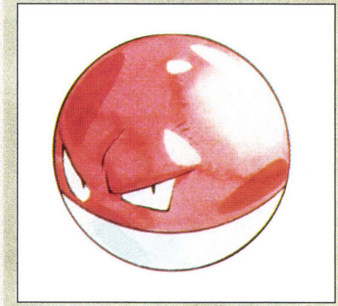
Area



Evolution

KRABBY → KINGLER LEV. 28

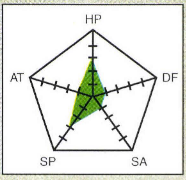
#100 VOLTORB



FIND	WILD	EVOL.	EVENT
🟡	🟡		
🔴	🔴		
🔵	🔵		

TYPE: ELECTRIC

Stats

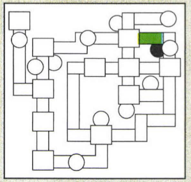


Ability

Lv🟡	Lv🔴🔵	Attack	Type
–	–	TACKLE	NRM
–	–	SCREECH	NRM
17	17	SONIC BOOM	NRM
22	22	SELF DESTRUCT	NRM
29	29	LIGHT SCREEN	PSY
36	36	SWIFT	NRM
43	43	EXPLOSION	NRM

STAMP

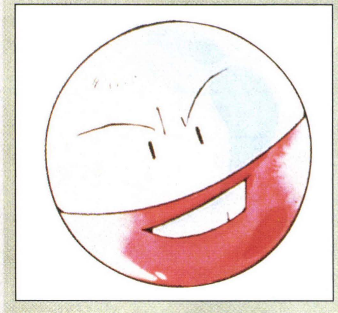
Area



Evolution

VOLTORB → ELECTRODE LEV. 30

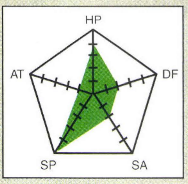
#101 ELECTRODE



FIND	WILD	EVOL.	EVENT
🟡	🟡	🟡	
🔴	🔴	🔴	🔴
🔵	🔵	🔵	🔵

TYPE: ELECTRIC

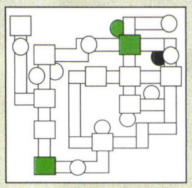
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	TACKLE	NRM
–	–	SCREECH	NRM
–	17	SONIC BOOM	NRM
–	22	SELF DESTRUCT	NRM
–	29	LIGHT SCREEN	PSY
40	40	SWIFT	NRM
50	50	EXPLOSION	NRM

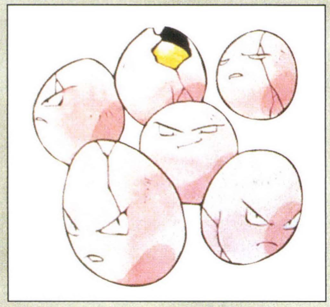
AREA



EVOLUTION

VOLTORB → ELECTRODE LEV. 30

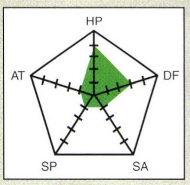
#102 EXEGGCUTE



FIND	WILD	EVOL.	EVENT
🟡	🟡		
🔴	🔴		
🔵	🔵		

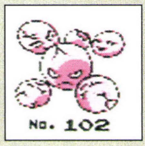
TYPE: GRASS/PSYCHIC

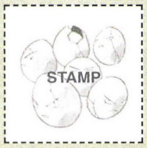
STATS



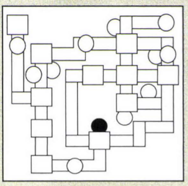
ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	BARRAGE	NRM
–	–	HYPNOSIS	PSY
25	25	REFLECT	PSY
28	28	LEECH SEED	GRS
32	32	STUN SPORE	GRS
37	37	POISON POWDER	PSN
42	42	SOLAR BEAM	GRS
48	48	SLEEP POWDER	GRS





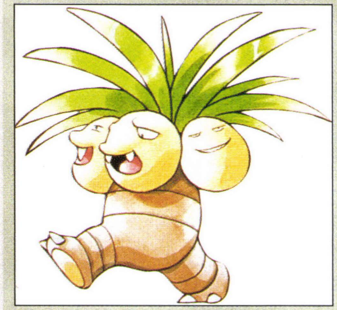
AREA



EVOLUTION

EXEGGCUTE → EXEGGUTOR LEAF STONE

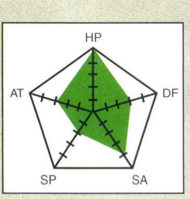
#103 EXEGGUTOR



FIND	WILD	EVOL.	EVENT
🟡		🟡	
🔴		🔴	
🔵		🔵	

TYPE: GRASS/PSYCHIC

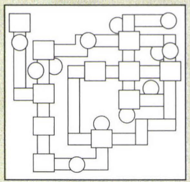
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	BARRAGE	NRM
–	–	HYPNOSIS	PSY
28	28	STOMP	NRM

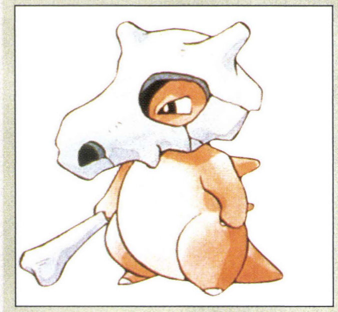
AREA



EVOLUTION

EXEGGCUTE → EXEGGUTOR LEAF STONE

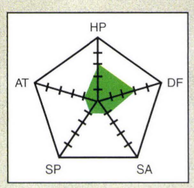
#104 CUBONE



FIND	WILD	EVOL.	EVENT
🟡	🟡		
🔴	🔴		
🔵	🔵		

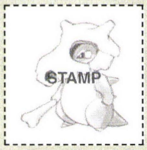
TYPE: GROUND

STATS

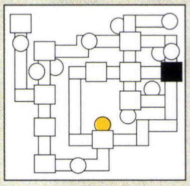


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	GROWL	NRM
–	–	BONE CLUB	GRD
–		TAIL WHIP	NRM
18		HEADBUTT	NRM
25	25	LEER	NRM
31	31	FOCUS ENERGY	NRM
38	38	THRASH	NRM
43	43	BONEMERANG	GRD
46	46	RAGE	NRM



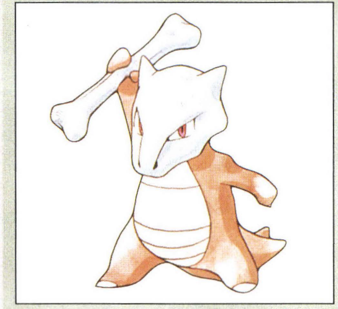
AREA



EVOLUTION

CUBONE → MAROWAK LEV. 28

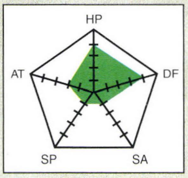
#105 MAROWAK



FIND	WILD	EVOL.	EVENT
🟡	🟡	🟡	
🔴	🔴	🔴	
🔵	🔵	🔵	

TYPE: GROUND

STATS

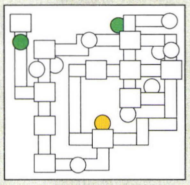


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
*	–	GROWL	NRM
–	–	BONE CLUB	GRD
–		TAIL WHIP	NRM
–		HEADBUTT	NRM
25	–	LEER	NRM
33	33	FOCUS ENERGY	NRM
41	41	THRASH	NRM
48	48	BONEMERANG	GRD
55	55	RAGE	NRM

*In Yellow, if evolved from Cubone, it will have leared Growl.

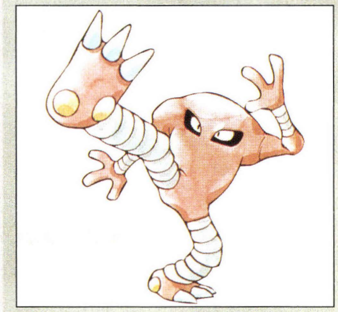
AREA



EVOLUTION

CUBONE → MAROWAK LEV. 28

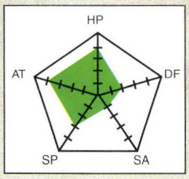
#106 HITMONLEE



FIND	WILD	EVOL.	EVENT
🟡			🟡
🔴			🔴
🔵			🔵

TYPE: FIGHTING

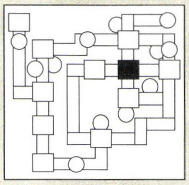
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	DOUBLE KICK	FTG
–	–	MEDITATE	PSY
33	33	ROLLING KICK	FTG
38	38	JUMP KICK	FTG
43	43	FOCUS ENERGY	NRM
48	48	HI JUMP KICK	FTG
53	53	MEGA KICK	NRM

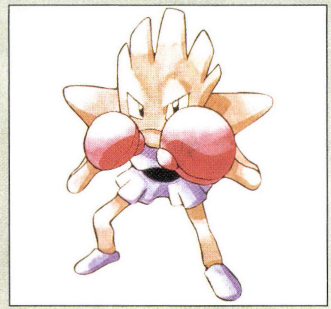
AREA



EVOLUTION

HITMONLEE

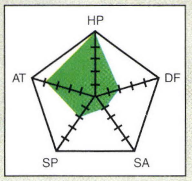
#107 HITMONCHAN



FIND	WILD	EVOL.	EVENT
🟡			🟡
🔴			🔴
🔵			🔵

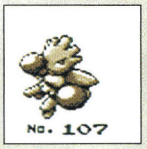
TYPE: FIGHTING

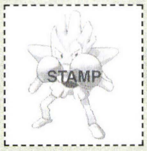
STATS



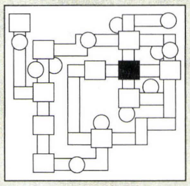
ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	COMET PUNCH	NRM
–	–	AGILITY	PSY
33	33	FIRE PUNCH	FIR
38	38	ICE PUNCH	ICE
43	43	THUNDER PUNCH	ELC
48	48	MEGA PUNCH	NRM
53	53	COUNTER	FTG





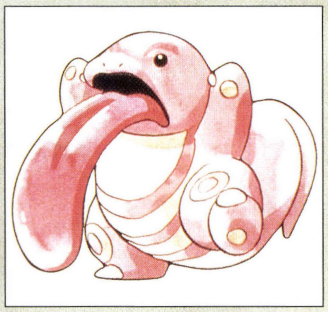
AREA



EVOLUTION

HITMONCHAN

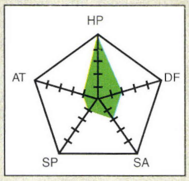
#108 LICKITUNG



FIND	WILD	EVOL.	EVENT
🟡	🟡		
🔴			🔴
🔵			🔵

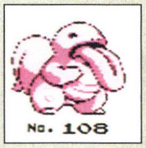
TYPE: NORMAL

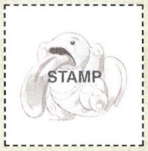
STATS



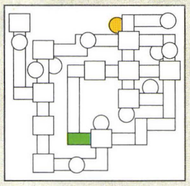
ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	WRAP	NRM
–	–	SUPERSONIC	NRM
–	–	STOMP	NRM
–	–	DISABLE	NRM
–	–	DEFENSE CURL	NRM
–	31	SLAM	NRM
–	39	SCREECH	NRM





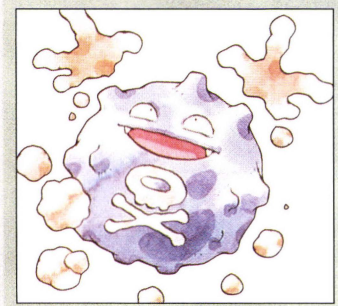
AREA



EVOLUTION

LICKITUNG

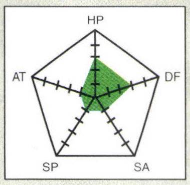
#109 KOFFING



FIND	WILD	EVOL.	EVENT
🟡			
🔴	🔴		
🔵	🔵		

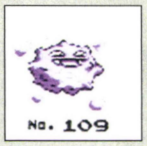
TYPE: POISON

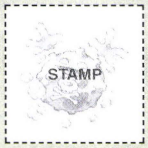
STATS



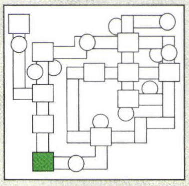
ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
	–	TACKLE	NRM
	–	SMOG	PSN
	32	SLUDGE	PSN
	37	SMOKE SCREEN	NRM
	40	SELF DESTRUCT	NRM
	45	HAZE	ICE
	48	EXPLOSION	NRM





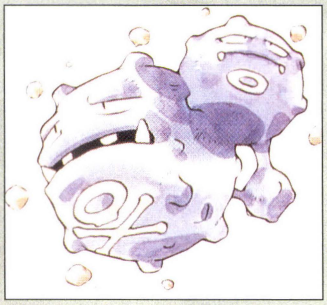
AREA



EVOLUTION

KOFFING → WEEZING LEV. 35

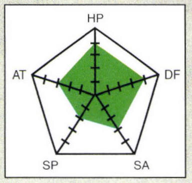
#110 WEEZING



FIND	WILD	EVOL.	EVENT
🟡			
🔴	🔴	🔴	
🔵	🔵	🔵	

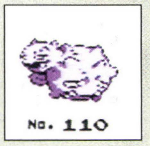
TYPE: POISON

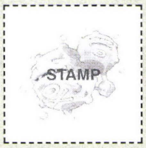
STATS



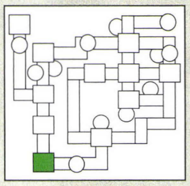
ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
	–	TACKLE	NRM
	–	SMOG	PSN
	–	SLUDGE	PSN
	39	SMOKE SCREEN	NRM
	43	SELF DESTRUCT	NRM
	49	HAZE	ICE
	53	EXPLOSION	NRM





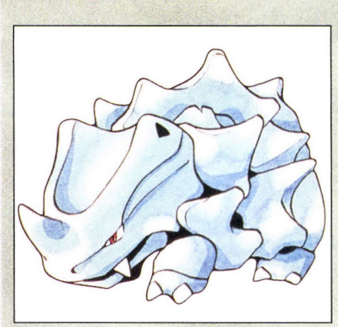
AREA



EVOLUTION

KOFFING → WEEZING LEV. 35

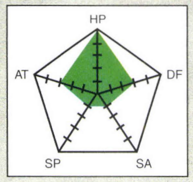
#111 RHYHORN



FIND	WILD	EVOL.	EVENT
🟡	🟡		
🔴	🔴		
🔵	🔵		

TYPE: GROUND/ROCK

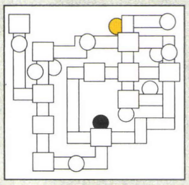
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	HORN ATTACK	NRM
30	30	STOMP	NRM
35	35	TAIL WHIP	NRM
40	40	FURY ATTACK	NRM
45	45	HORN DRILL	NRM
50	50	LEER	NRM
55	55	TAKE DOWN	NRM

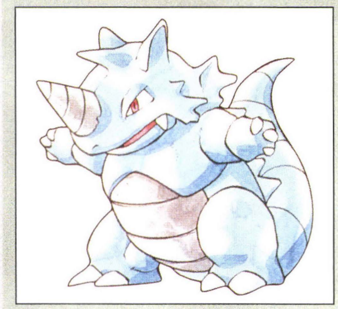
AREA



EVOLUTION

RHYHORN → RHYDON LEV. 42

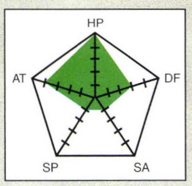
#112 RHYDON



FIND	WILD	EVOL.	EVENT
🟡	🟡	🟡	🟡
🔴	🔴	🔴	
🔵	🔵	🔵	

TYPE: GROUND/ROCK

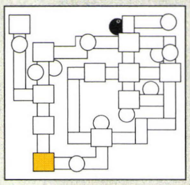
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	HORN ATTACK	NRM
30	–	STOMP	NRM
35	–	TAIL WHIP	NRM
40	–	FURY ATTACK	NRM
48	48	HORN DRILL	NRM
55	55	LEER	NRM
64	64	TAKE DOWN	NRM

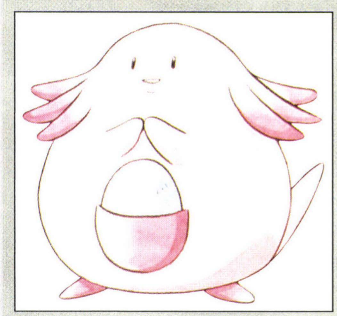
AREA



EVOLUTION

RHYHORN → RHYDON LEV. 42

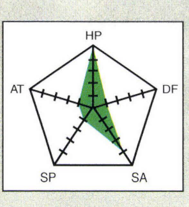
#113 CHANSEY



Find	Wild	Evol.	Event
🟡	🟡		
🔴	🔴		
🔵	🔵		

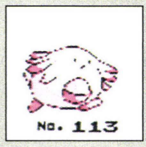
Type: NORMAL

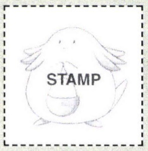
Stats



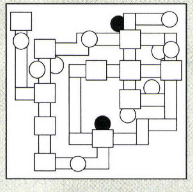
Ability

Lv🟡	Lv🔴🔵	Attack	Type
–	–	POUND	NRM
–		TAIL WHIP	NRM
12	–	DOUBLESLAP	NRM
24	24	SING	NRM
30	30	GROWL	NRM
38	38	MINIMIZE	NRM
44	44	DEFENSE CURL	NRM
48	48	LIGHT SCREEN	PSY
54	54	DOUBLE-EDGE	NRM





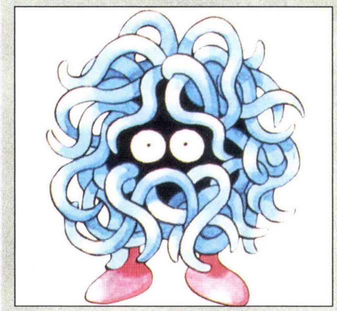
Area



Evolution

CHANSEY

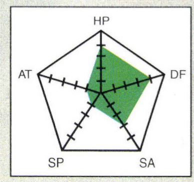
#114 TANGELA



Find	Wild	Evol.	Event
🟡	🟡		
🔴	🔴		🔴
🔵	🔵		🔵

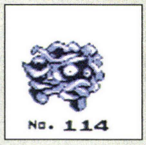
Type: GRASS

Stats

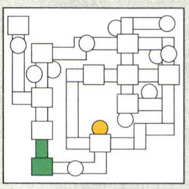


Ability

Lv🟡	Lv🔴🔵	Attack	Type
–	–	CONSTRICT	NRM
24	–	BIND	NRM
27	29	ABSORB	GRS
29		VINE WHIP	GRS
32	32	POISON POWDER	PSN
36	36	STUN SPORE	GRS
39	39	SLEEP POWDER	GRS
45	45	SLAM	NRM
48	48	GROWTH	NRM



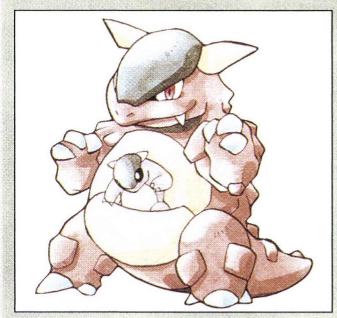
Area



Evolution

TANGELA

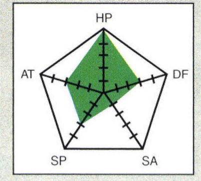
#115 KANGASKHAN



Find	Wild	Evol.	Event
🟡	🟡		
🔴	🔴		
🔵	🔵		

Type: NORMAL

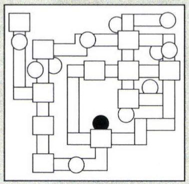
Stats



Ability

Lv🟡	Lv🔴🔵	Attack	Type
–	–	COMET PUNCH	NRM
–	–	RAGE	NRM
–	26	BITE	NRM
31	31	TAIL WHIP	NRM
36	36	MEGA PUNCH	NRM
41	41	LEER	NRM
46	46	DIZZY PUNCH	NRM

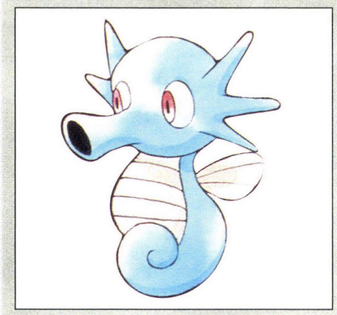
Area



Evolution

KANGASKHAN

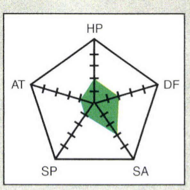
#116 HORSEA



Find	Wild	Evol.	Event
🟡	🟡		
🔴	🔴		
🔵	🔵		

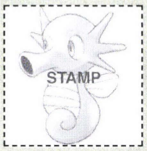
Type: WATER

Stats

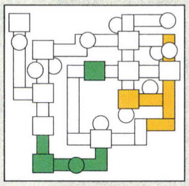


Ability

Lv🟡	Lv🔴🔵	Attack	Type
–	–	BUBBLE	WTR
19	19	SMOKE SCREEN	NRM
24	24	LEER	NRM
30	30	WATER GUN	WTR
37	37	AGILITY	PSY
45	45	HYDRO PUMP	WTR



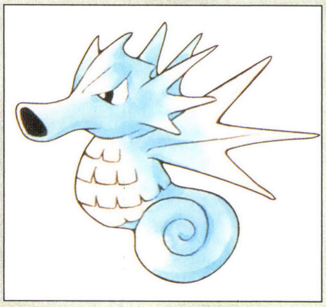
Area



Evolution

HORSEA → SEADRA LEV. 32

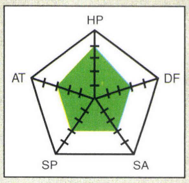
#117 SEADRA



FIND	WILD	EVOL.	EVENT
🟡	🟡	🟡	
🔴	🔴	🔴	
🔵	🔵	🔵	

TYPE: WATER

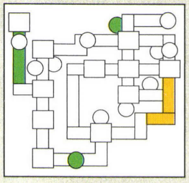
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	BUBBLE	WTR
19	19	SMOKE SCREEN	NRM
24	24	LEER	NRM
30	30	WATER GUN	WTR
41	41	AGILITY	PSY
52	52	HYDRO PUMP	WTR

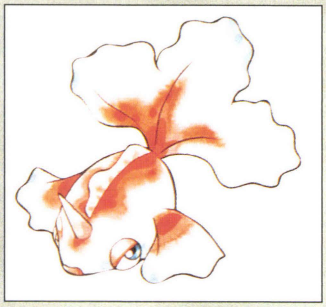
AREA



EVOLUTION

HORSEA → SEADRA LEV. 32

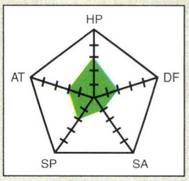
#118 GOLDEEN



FIND	WILD	EVOL.	EVENT
🟡	🟡		
🔴	🔴		
🔵	🔵		

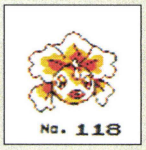
TYPE: WATER

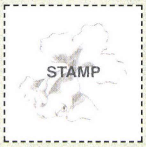
STATS



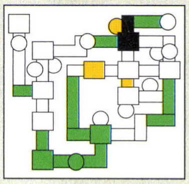
ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	PECK	FLY
–	–	TAIL WHIP	NRM
19	19	SUPER SONIC	NRM
24	24	HORN ATTACK	NRM
30	30	FURY ATTACK	NRM
37	37	WATERFALL	WTR
45	45	HORN DRILL	NRM
54	54	AGILITY	PSY





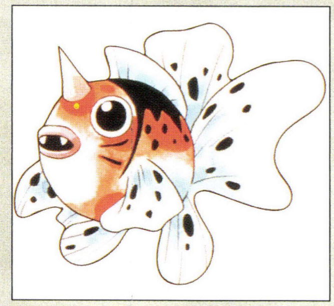
AREA



EVOLUTION

GOLDEEN → SEAKING LEV. 33

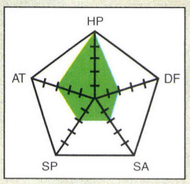
#119 SEAKING



FIND	WILD	EVOL.	EVENT
🟡	🟡	🟡	
🔴	🔴	🔴	
🔵	🔵	🔵	

TYPE: WATER

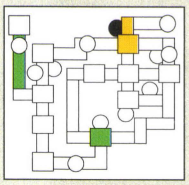
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	PECK	FLY
–	–	TAIL WHIP	NRM
–	–	SUPER SONIC	NRM
–	24	HORN ATTACK	NRM
30	30	FURY ATTACK	NRM
39	39	WATERFALL	WTR
48	48	HORN DRILL	NRM
54	54	AGILITY	PSY

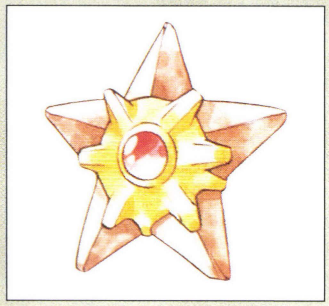
AREA



EVOLUTION

GOLDEEN → SEAKING LEV. 33

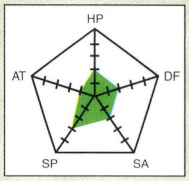
#120 STARYU



FIND	WILD	EVOL.	EVENT
🟡	🟡		
🔴	🔴		
🔵	🔵		

TYPE: WATER

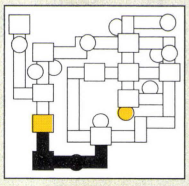
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	TACKLE	NRM
17	17	WATER GUN	WTR
22	22	HARDEN	NRM
27	27	RECOVER	NRM
32	32	SWIFT	NRM
37	37	MINIMIZE	NRM
42	42	LIGHT SCREEN	PSY
47	47	HYDRO PUMP	WTR

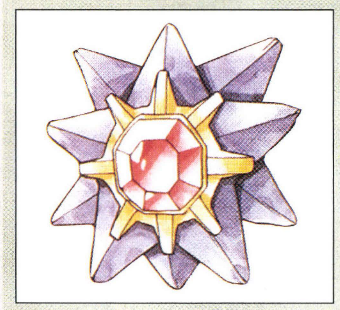
AREA



EVOLUTION

STARYU → STARMIE WATER STONE

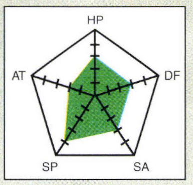
#121 **STARMIE**



FIND	WILD	EVOL.	EVENT
🟡		🟡	
🔴		🔴	
🔵		🔵	

TYPE: WATER/PSYCHIC

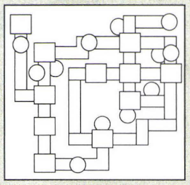
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	TACKLE	NRM

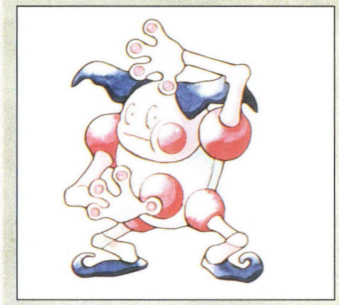
AREA



EVOLUTION

STARYU → STARMIE WATER STONE

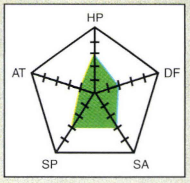
#122 **MR. MIME**



FIND	WILD	EVOL.	EVENT
🟡			🟡
🔴			🔴
🔵			🔵

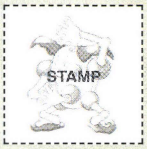
TYPE: PSYCHIC

STATS

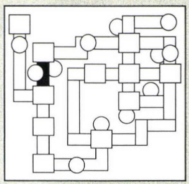


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	BARRIER	PSY
15	15	CONFUSION	PSY
23	23	LIGHT SCREEN	PSY
31	31	DOUBLE SLAP	NRM
39	39	MEDITATE	PSY
47	47	SUBSTITUTE	NRM



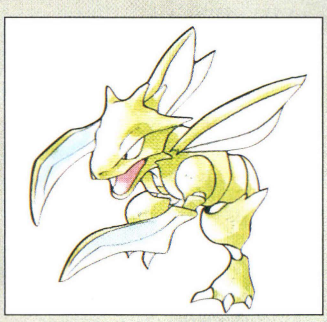
AREA



EVOLUTION

MR.MIME

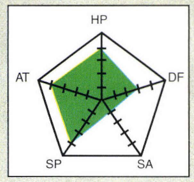
#123 **SCYTHER**



FIND	WILD	EVOL.	EVENT
🟡	🟡		🟡
🔴	🔴		🔴

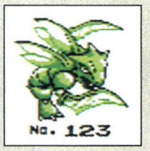
TYPE: BUG/FLYING

STATS

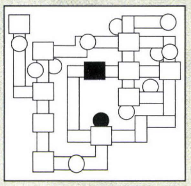


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	QUICK ATTACK	NRM
17	–	LEER	NRM
20	–	FOCUS ENERGY	NRM
24	24	DOUBLE TEAM	NRM
29	29	SLASH	NRM
35	35	SWORDS DANCE	NRM
42	42	AGILITY	PSY
50		WING ATTACK	FLY



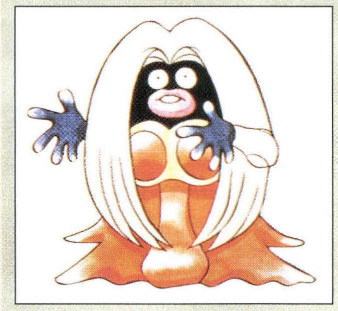
AREA



EVOLUTION

SCYTHER

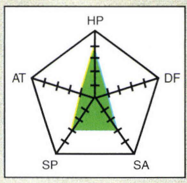
#124 **JYNX**



FIND	WILD	EVOL.	EVENT
🟡			
🔴			🔴
🔵			🔵

TYPE: ICE/PSYCHIC

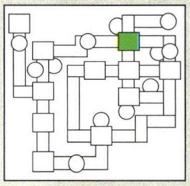
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
	–	POUND	NRM
	–	LOVELY KISS	NRM
	–	LICK	GHO
	–	DOUBLE SLAP	NRM
	31	ICE PUNCH	ICE
	39	BODYSLAM	NRM
	47	THRASH	NRM
	58	BLIZZARD	ICE

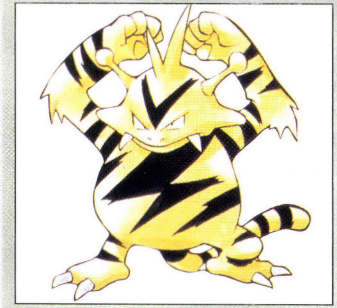
AREA



EVOLUTION

JYNX

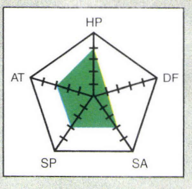
#125 **ELECTABUZZ**



FIND	WILD	EVOL.	EVENT
●	●		

TYPE: ELECTRIC

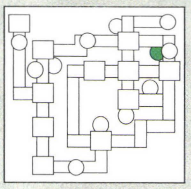
STATS



ABILITY

Lv ●	Lv ●●	Attack	Type
	–	QUICK ATTACK	NRM
	–	LEER	NRM
	34	THUNDERSHOCK	ELC
	37	SCREECH	NRM
	42	THUNDERPUNCH	ELC
	49	LIGHT SCREEN	PSY
	54	THUNDER	ELC

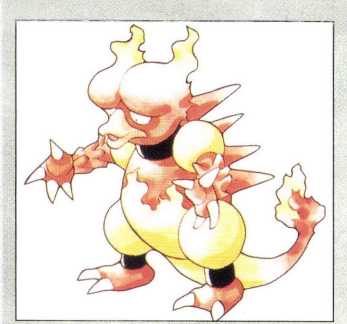
AREA



EVOLUTION

ELECTABUZZ

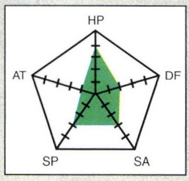
#126 **MAGMAR**



FIND	WILD	EVOL.	EVENT
●	●		

TYPE: FIRE

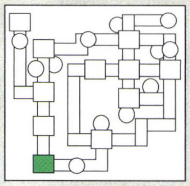
STATS



ABILITY

Lv ●	Lv ●●	Attack	Type
	–	EMBER	FIR
	36	LEER	NRM
	39	CONFUSE RAY	GHO
	43	FIRE PUNCH	FIR
	48	SMOKE SCREEN	NRM
	52	SMOG	PSN
	55	FLAME THROWER	FIR

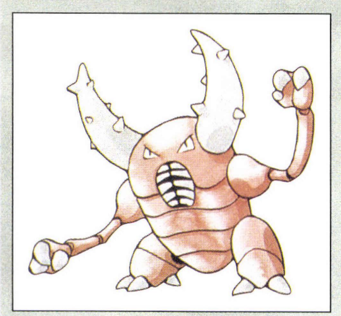
AREA



EVOLUTION

MAGMAR

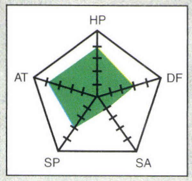
#127 **PINSIR**



FIND	WILD	EVOL.	EVENT
●	●		●
●	●		●

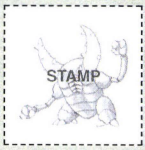
TYPE: BUG

STATS

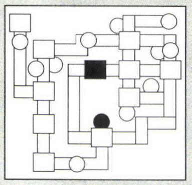


ABILITY

Lv ●	Lv ●●	Attack	Type
–	–	VICEGRIP	NRM
21		BIND	NRM
25	25	SEISMIC TOSS	FTG
30	30	GUILLOTINE	NRM
36	36	FOCUS ENERGY	NRM
43	43	HARDEN	NRM
49	49	SLASH	NRM
54	54	SWORDS DANCE	NRM



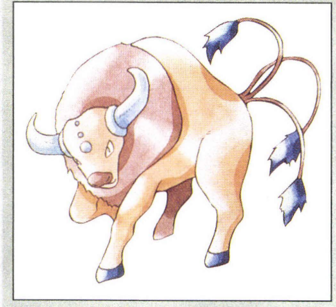
AREA



EVOLUTION

PINSIR

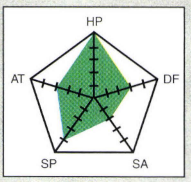
#128 **TAUROS**



FIND	WILD	EVOL.	EVENT
●	●		
●	●		
●	●		

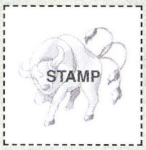
TYPE: NORMAL

STATS

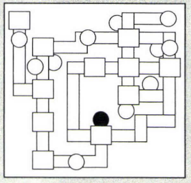


ABILITY

Lv ●	Lv ●●	Attack	Type
–	–	TACKLE	NRM
–	–	STOMP	NRM
28	28	TAIL WHIP	NRM
35	35	LEER	NRM
44	44	RAGE	NRM
51	51	TAKE DOWN	NRM



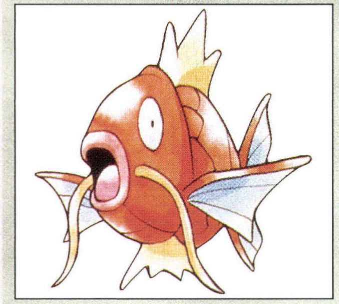
AREA



EVOLUTION

TAUROS

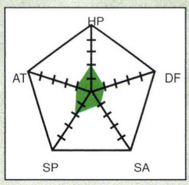
#129 MAGIKARP



FIND	WILD	EVOL.	EVENT
🟡	🟡		🟡
🔴	🔴		🔴
🔵	🔵		🔵

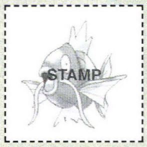
TYPE: WATER

STATS

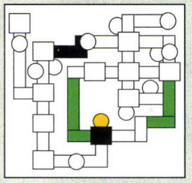


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	SPLASH	NRM
15	15	TACKLE	NRM



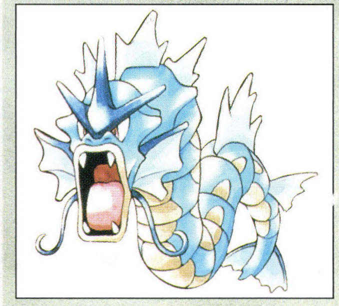
AREA



EVOLUTION

MAGIKARP → GYARADOS LEV. 20

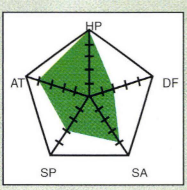
#130 GYARADOS



FIND	WILD	EVOL.	EVENT
🟡	🟡	🟡	
🔴		🔴	
🔵		🔵	

TYPE: WATER/FLYING

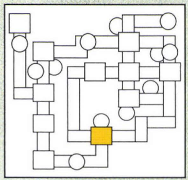
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
*	*	SPLASH	NRM
–	–	TACKLE	NRM
20	20	BITE	NRM
25	25	DRAGON RAGE	DRG
32	32	LEER	NRM
41	41	HYDRO PUMP	WTR
52	52	HYPER BEAM	NRM

AREA

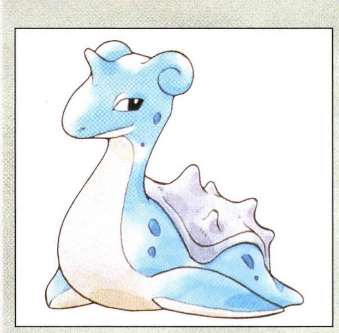


*If evolved from Magikarp, it will have learned Splash.

EVOLUTION

MAGIKARP → GYARADOS LEV. 20

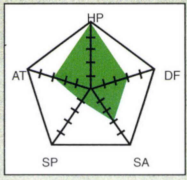
#131 LAPRAS



FIND	WILD	EVOL.	EVENT
🟡			🟡
🔴			🔴
🔵			🔵

TYPE: WATER/ICE

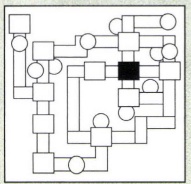
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	WATER GUN	WTR
–	–	GROWL	NRM
16	16	SING	NRM
20	20	MIST	ICE
25	25	BODY SLAM	NRM
31	31	CONFUSE RAY	GHO
38	38	ICE BEAM	ICE
46	46	HYDRO PUMP	WTR

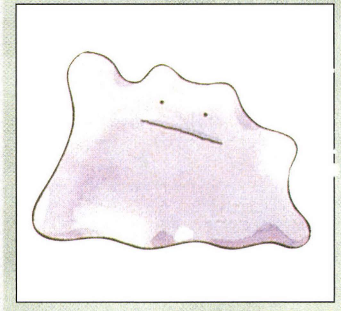
AREA



EVOLUTION

LAPRAS

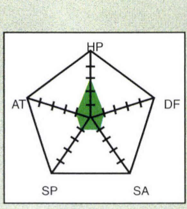
#132 DITTO



FIND	WILD	EVOL.	EVENT
🟡	🟡		
🔴	🔴		
🔵	🔵		

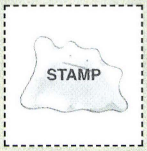
TYPE: NORMAL

STATS

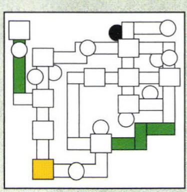


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	TRANSFORM	NRM



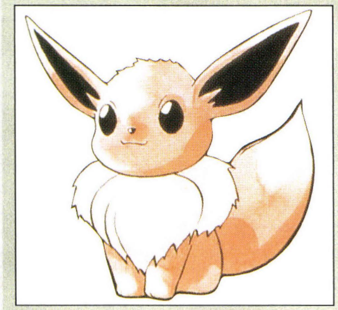
AREA



EVOLUTION

DITTO

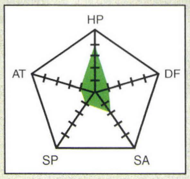
#133 EEVEE



Find	Wild	Evol.	Event
🟡			🟡
🔴			🔴
🔵			🔵

Type: NORMAL

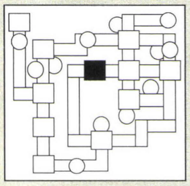
Stats



Ability

Lv🟡	Lv🔴🔵	Attack	Type
–	–	TACKLE	NRM
–	–	SAND-ATTACK	NRM
–		GROWL	NRM
–	27	QUICK ATTACK	NRM
–	31	TAIL WHIP	NRM
30	37	BITE	NRM
36		FOCUS ENERGY	NRM
42	45	TAKE DOWN	NRM

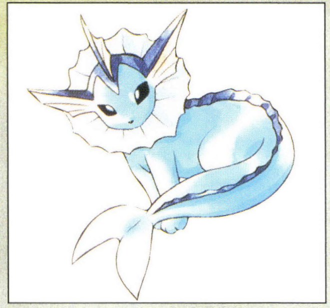
Area



Evolution

EEVEE

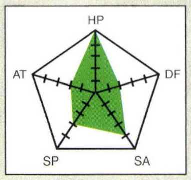
#134 VAPOREON



Find	Wild	Evol.	Event
🟡		🟡	
🔴		🔴	
🔵		🔵	

Type: WATER

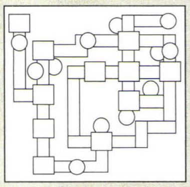
Stats



Ability

Lv🟡	Lv🔴🔵	Attack	Type
–	–	TACKLE	NRM
–	–	SAND-ATTACK	NRM
–	27	QUICK ATTACK	NRM
–	31	WATER GUN	WTR
–	37	TAIL WHIP	NRM
30	40	BITE	NRM
36		AURORA BEAM	ICE
47	42	ACID ARMOR	PSN
42	44	HAZE	ICE
	48	MIST	ICE
52	54	HYDRO PUMP	WTR

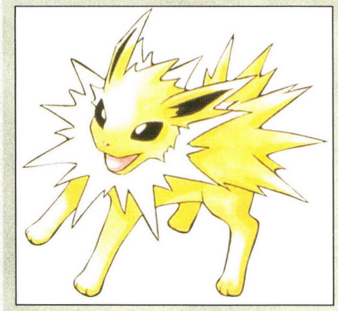
Area



Evolution

EEVEE → VAPOREON WATER STONE

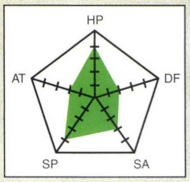
#135 JOLTEON



Find	Wild	Evol.	Event
🟡		🟡	
🔴		🔴	
🔵		🔵	

Type: ELECTRIC

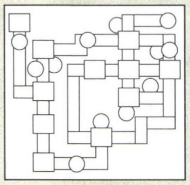
Stats



Ability

Lv🟡	Lv🔴🔵	Attack	Type
–	–	TACKLE	NRM
–	–	SAND-ATTACK	NRM
–	27	QUICK ATTACK	NRM
–	31	THUNDERSHOCK	ELC
–	37	TAIL WHIP	NRM
42	40	THUNDER WAVE	ELC
30	42	DOUBLE KICK	FTG
47	44	AGILITY	PSY
36	48	PIN MISSILE	BUG
52	54	THUNDER	ELC

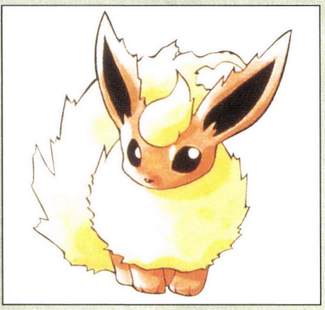
Area



Evolution

EEVEE → JOLTEON THUNDER STONE

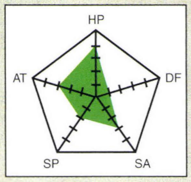
#136 FLAREON



Find	Wild	Evol.	Event
🟡		🟡	
🔴		🔴	
🔵		🔵	

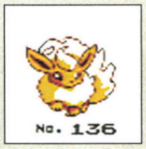
Type: FIRE

Stats

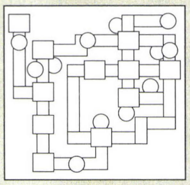


Ability

Lv🟡	Lv🔴🔵	Attack	Type
–	–	TACKLE	NRM
–	–	SAND-ATTACK	NRM
–	27	QUICK ATTACK	NRM
–	31	EMBER	FIR
–	37	TAIL WHIP	NRM
30	40	BITE	NRM
47	42	LEER	NRM
36	44	FIRE SPIN	FIR
42		SMOG	PSN
	48	RAGE	NRM
52	54	FLAME THROWER	FIR



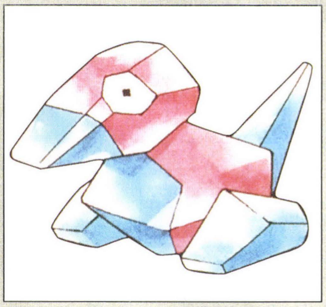
Area



Evolution

EEVEE → FLAREON FIRE STONE

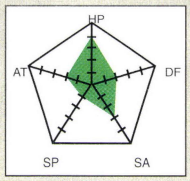
#137 PORYGON



FIND	WILD	EVOL.	EVENT
🟡			🟡
🔴			🔴
🔵			🔵

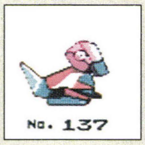
TYPE: NORMAL

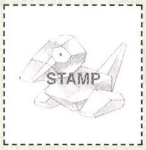
STATS



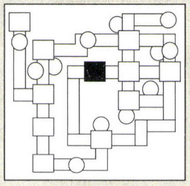
ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	TACKLE	NRM
–	–	SHARPEN	NRM
–	–	CONVERSION	NRM
–	23	PSYBEAM	PSY
28	28	RECOVER	NRM
35	35	AGILITY	PSY
42	42	TRI ATTACK	NRM





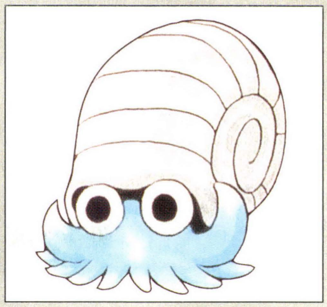
AREA



EVOLUTION

PORYGON

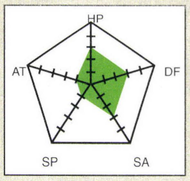
#138 OMANYTE



FIND	WILD	EVOL.	EVENT
🟡			🟡
🔴			🔴
🔵			🔵

TYPE: ROCK/WATER

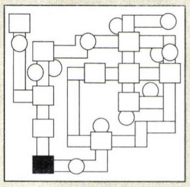
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	WATER GUN	WTR
–	–	WITHDRAW	WTR
34	34	HORN ATTACK	NRM
39	39	LEER	NRM
46	46	SPIKE CANNON	NRM
53	53	HYDRO PUMP	WTR

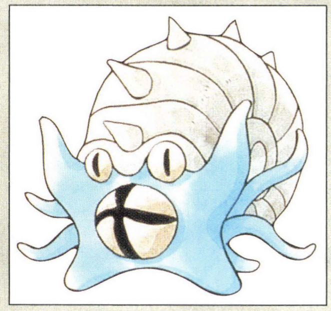
AREA



EVOLUTION

OMANYTE → OMASTAR LEV. 40

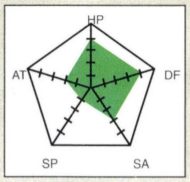
#139 OMASTAR



FIND	WILD	EVOL.	EVENT
🟡		🟡	
🔴		🔴	
🔵		🔵	

TYPE: ROCK/WATER

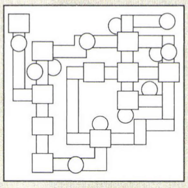
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	WATER GUN	WTR
–	–	WITHDRAW	WTR
–	–	HORN ATTACK	NRM
–	–	LEER	NRM
44	44	SPIKE CANNON	NRM
49	49	HYDRO PUMP	WTR

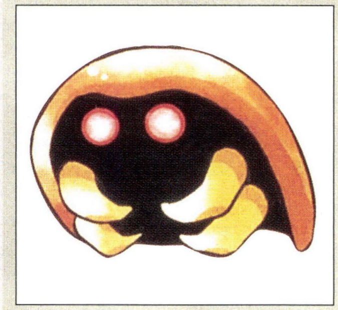
AREA



EVOLUTION

OMANYTE → OMASTAR LEV. 40

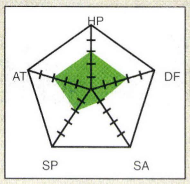
#140 KABUTO



FIND	WILD	EVOL.	EVENT
🟡			🟡
🔴			🔴
🔵			🔵

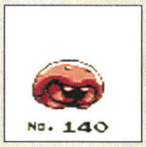
TYPE: ROCK/WATER

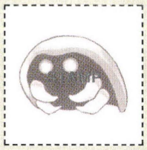
STATS



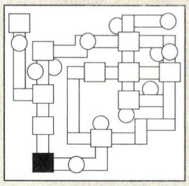
ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	SCRATCH	NRM
–	–	HARDEN	NRM
34	34	ABSORB	GRS
39	39	SLASH	NRM
44	44	LEER	NRM
49	49	HYDRO PUMP	WTR





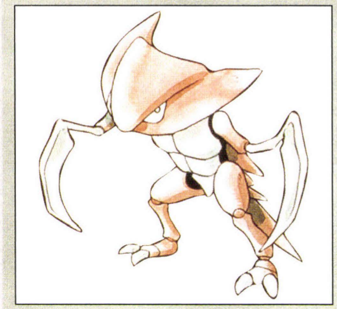
AREA



EVOLUTION

KABUTO → KABUTOPS LEV. 40

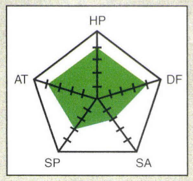
#141 KABUTOPS



FIND	WILD	EVOL.	EVENT
🟡		🟡	
🔴		🔴	
🔵		🔵	

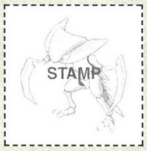
TYPE: ROCK/WATER

STATS

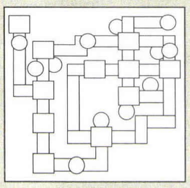


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	SCRATCH	NRM
–	–	HARDEN	NRM
–	–	ABSORB	GRS
–	–	SLASH	NRM
46	46	LEER	NRM
53	53	HYDRO PUMP	WTR



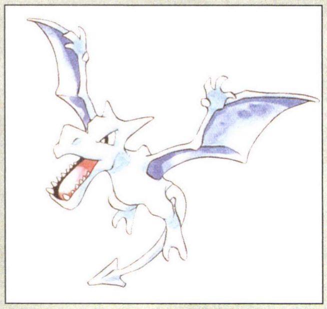
AREA



EVOLUTION

KABUTO → KABUTOPS LEV. 40

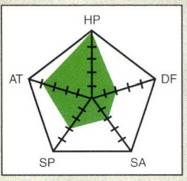
#142 AERODACTYL



FIND	WILD	EVOL.	EVENT
🟡			🟡
🔴			🔴
🔵			🔵

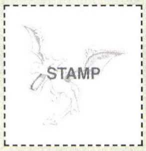
TYPE: ROCK/FLYING

STATS

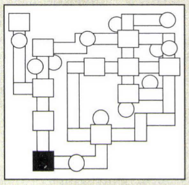


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	WING ATTACK	FLY
–	–	AGILITY	PSY
33	33	SUPERSONIC	NRM
38	38	BITE	NRM
45	45	TAKE DOWN	NRM
54	54	HYPER BEAM	NRM



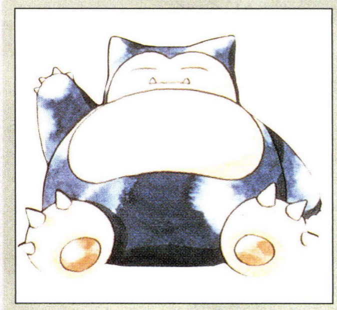
AREA



EVOLUTION

AERODACTYL

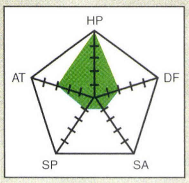
#143 SNORLAX



FIND	WILD	EVOL.	EVENT
🟡	🟡		
🔴	🔴		
🔵	🔵		

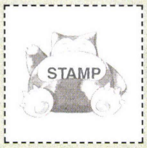
TYPE: NORMAL

STATS

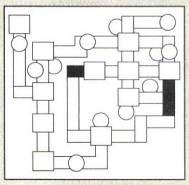


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	HEAD BUTT	NRM
–	–	AMNESIA	PSY
–	–	REST	PSY
35	35	BODY SLAM	NRM
41	41	HARDEN	NRM
48	48	DOUBLE-EDGE	NRM
56	56	HYPER BEAM	NRM



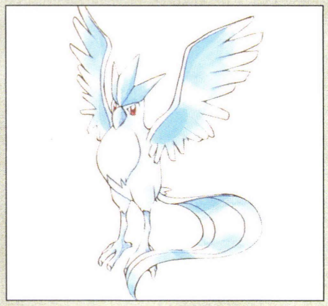
AREA



EVOLUTION

SNORLAX

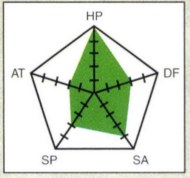
#144 ARTICUNO



FIND	WILD	EVOL.	EVENT
🟡	🟡		
🔴	🔴		
🔵	🔵		

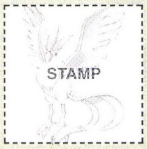
TYPE: ICE/FLYING

STATS

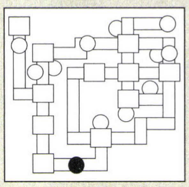


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	PECK	FLY
–	–	ICE BEAM	ICE
51	51	BLIZZARD	ICE
55	55	AGILITY	PSY
60	60	MIST	ICE



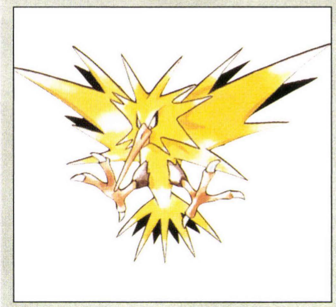
AREA



EVOLUTION

ARTICUNO

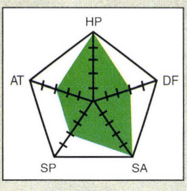
#145 ZAPDOS



FIND	WILD	EVOL.	EVENT
🟡	🟡		
🔴	🔴		
🔵	🔵		

TYPE: ELECTRIC/FLYING

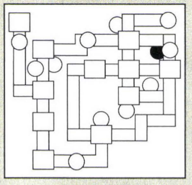
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	THUNDERSHOCK	ELC
–	–	DRILL PECK	FLY
51	51	THUNDER	ELC
55	55	AGILITY	PSY
60	60	LIGHT SCREEN	PSY

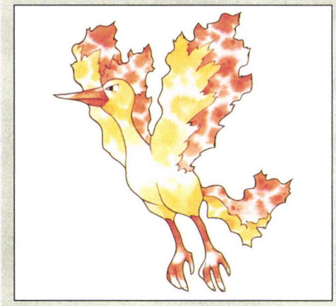
AREA



EVOLUTION

ZAPDOS

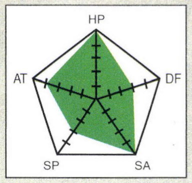
#146 MOLTRES



FIND	WILD	EVOL.	EVENT
🟡	🟡		
🔴	🔴		
🔵	🔵		

TYPE: FIRE/FLYING

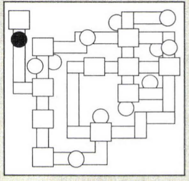
STATS



ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	PECK	FLY
–	–	FIRE SPIN	FIR
51	51	LEER	NRM
55	55	AGILITY	PSY
60	60	SKY ATTACK	FLY

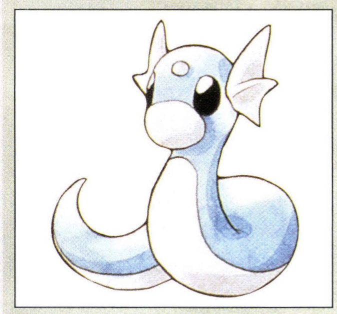
AREA



EVOLUTION

MOLTRES

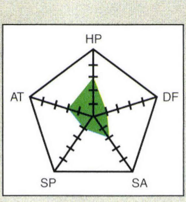
#147 DRATINI



FIND	WILD	EVOL.	EVENT
🟡	🟡		
🔴	🔴		🔴
🔵	🔵		🔵

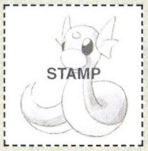
TYPE: DRAGON

STATS

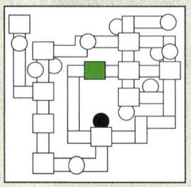


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	WRAP	NRM
–	–	LEER	NRM
–	–	THUNDER WAVE	ELC
20	20	AGILITY	PSY
30	30	SLAM	NRM
40	40	DRAGON RAGE	DRG
50	50	HYPER BEAM	NRM



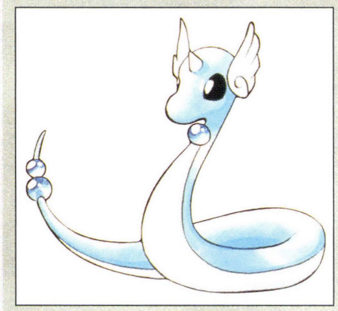
AREA



EVOLUTION

DRATINI → DRAGONAIR LEV. 30 → DRAGONITE LEV. 55

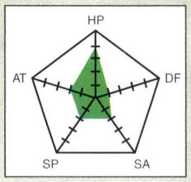
#148 DRAGONAIR



FIND	WILD	EVOL.	EVENT
🟡	🟡	🟡	
🔴		🔴	
🔵		🔵	

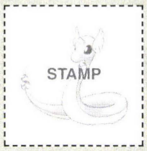
TYPE: DRAGON

STATS

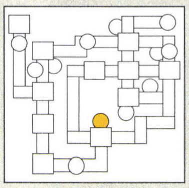


ABILITY

Lv🟡	Lv🔴🔵	Attack	Type
–	–	WRAP	NRM
–	–	LEER	NRM
–	–	THUNDER WAVE	ELC
–	–	AGILITY	PSY
35	35	SLAM	NRM
45	45	DRAGON RAGE	DRG
55	55	HYPER BEAM	NRM



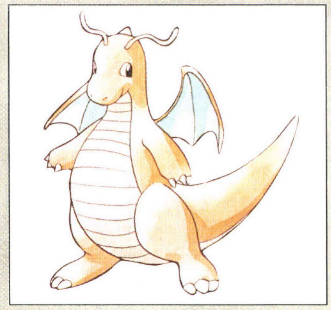
AREA



EVOLUTION

DRATINI → DRAGONAIR LEV. 30 → DRAGONITE LEV. 55

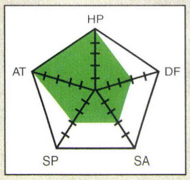
#149 DRAGONITE



Find	Wild	Evol.	Event
●		●	
●		●	
●		●	

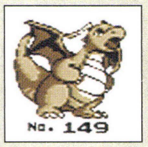
Type: DRAGON/FLYING

Stats

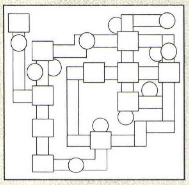


Ability

Lv ●	Lv ●●	Attack	Type
–	–	WRAP	NRM
–	–	LEER	NRM
10	10	THUNDER WAVE	ELC
20	20	AGILITY	PSY
35	35	SLAM	NRM
45	45	DRAGON RAGE	DRG
60	60	HYPER BEAM	NRM



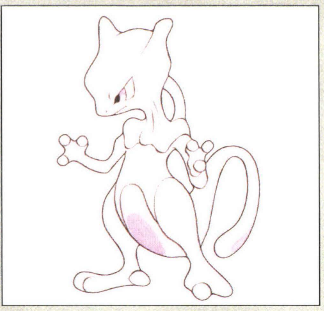
Area



Evolution

DRATINI → DRAGONAIR LEV. 30 → DRAGONITE LEV. 55

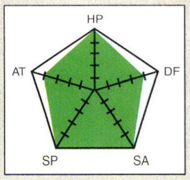
#150 MEWTWO



Find	Wild	Evol.	Event
●	●		
●	●		
●	●		

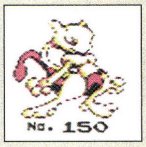
Type: PSYCHIC

Stats

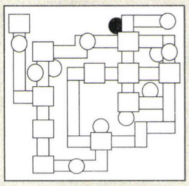


Ability

Lv ●	Lv ●●	Attack	Type
–	–	CONFUSION	PSY
–	–	DISABLE	NRM
–	–	SWIFT	NRM
–	–	BARRIER	PSY
–	–	PSYCHIC	PSY
–	–	RECOVER	NRM
75	75	MIST	ICE
81	81	AMNESIA	PSY



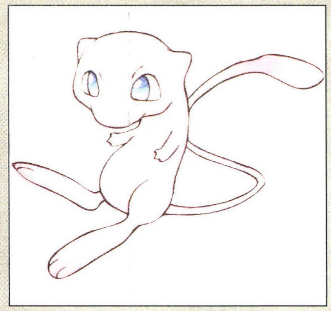
Area



Evolution

MEWTWO

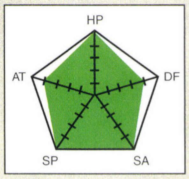
#151 MEW



Find	Wild	Evol.	Event

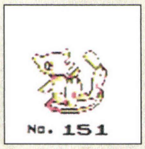
Type: PSYCHIC

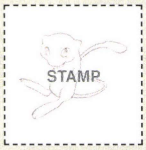
Stats



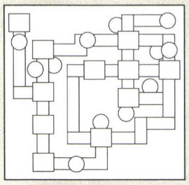
Ability

Lv ●	Lv ●●	Attack	Type
–	–	POUND	NRM
10	10	TRANSFORM	NRM
20	20	MEGA PUNCH	NRM
30	30	METRONOME	NRM
40	40	PSYCHIC	PSY





Area



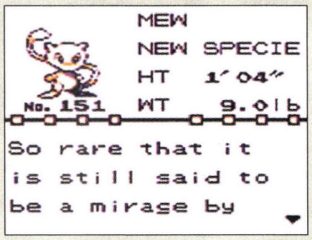
Evolution

MEW

THE ELUSIVE MEW

Can't Catch It Here!

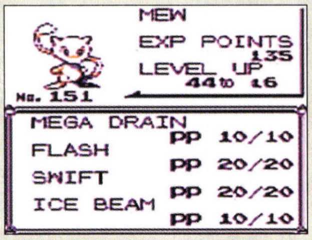
Still thought to be a mere rumor in many parts of the world, Mew has only been seen in captivity a few times. This ultra-rare Psychic-type naturally learns Normal- and Psychic-type attacks as it evolves, but it also possesses the ability to learn every single TM and HM ever created. Of course, such powers make this Pokémon extremely sought after by collectors. You'll never find it in the game, however. Mew has been given away several times in Japan and as part of a promotion in Nintendo Power in January of '99, and rumor has it there will be more Mew Giveaways in the future. Good luck!



MEW
NEW SPECIE
HT 1′04″
WT 9.0lb
No. 151

So rare that it
is still said to
be a mirage by

The 151st Pokémon is small in stature, but its Psychic powers make it a powerful foe.



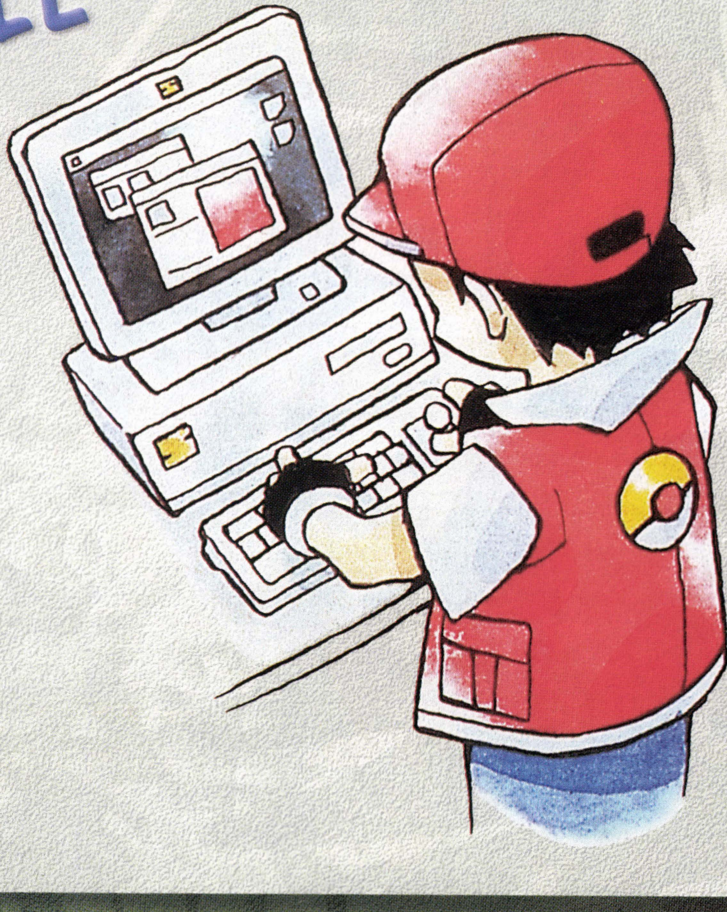
MEW
EXP POINTS
135
LEVEL UP
44 to 16
No. 151

MEGA DRAIN PP 10/10
FLASH PP 20/20
SWIFT PP 20/20
ICE BEAM PP 10/10

Since Mew can learn any HM or TM, trainers can customize it to any battle situation.

Pokémon

DATA FILE



Item List

ITEM	PRICE	LOCATION	DESCRIPTION
ANTIDOTE	100	POKéMON MART	Cures Poison
AWAKENING	200	POKéMON MART	Cures Sleep
BICYCLE	1 MILLION	CERULEAN CITY-BIKE SHOP	Allows you to travel faster
BIKE VOUCHER		VERMILION CITY-POKéMON FAN CLUB	Used to buy a bike
BURN HEAL	250	POKéMON MART	Heals burns
CALCIUM	9,800	CELADON CITY-DEPARTMENT STORE	Boosts Special rating
CARBOS	9,800	CELADON CITY-DEPARTMENT STORE	Boosts Speed rating
CARD KEY		SAFFRON CITY-SILPH CO.	Opens Silph Co. doors
COIN		CELADON CITY	Used to play slot machines
COIN CASE		CELADON CITY	Holds coins
DIRE HIT	650	CELADON CITY-DEPARTMENT STORE	Boosts attack effectiveness
DOME FOSSIL		MT. MOON	Used to clone new Pokémon
ELIXIR		VARIOUS AREAS	Gives 10 PP to all abilities
ESCAPE ROPE	550	POKéMON MART	Used to escape current area
ETHER		VARIOUS AREAS	Gives 10 PP to one ability
EXP. ALL		ROUTE 15	Used to share exp. points
FIRE STONE	2,100	CELADON CITY-DEPARTMENT STORE	Triggers evolution
FRESH WATER	200	CELADON CITY-DEPARTMENT STORE	Quenches thirst, restores 50 HP
FULL HEAL	600	POKéMON MART	Cures any condition
FULL RESTORE	3,000	POKéMON MART	Cures, restores all HP
GOLD TEETH		FUCHSIA CITY-SAFARI ZONE	Helps Warden speak
GOOD ROD		FUCHSIA CITY	Used to fish for Pokémon
GREAT BALL	600	POKéMON MART	Used to catch Pokémon
GUARD SPEC.	700	CELADON CITY-DEPARTMENT STORE	Disables Special Attacks
HELIX FOSSIL		MT. MOON	Used to clone new Pokémon
HP UP		VARIOUS AREAS	Boosts HP meter by one point
HYPER POTION	1,500	POKéMON MART	Restores 200 HP
ICE HEAL	250	POKéMON MART	Thaws frozen Pokémon
IRON	9,800	CELADON CITY-DEPARTMENT STORE	Boosts Defense rating
ITEM FINDER		ROUTE 11	Exposes hidden items
LEAF STONE	2,100	CELADON CITY-DEPARTMENT STORE	Triggers evolution
LEMONADE	350	CELADON CITY-DEPARTMENT STORE	Quenches thirst, restores 80 HP
LIFT KEY		CELADON CITY-GAME CORNER	Activates elevator
MASTER BALL		SAFFRON CITY-SILPH CO.	Used to catch Pokémon
MAX ELIXIR		VARIOUS AREAS	Restores all PP
MAX ETHER		VARIOUS AREAS	Restores all PP to one ability

Item List

ITEM	PRICE	LOCATION	DESCRIPTION
MAX POTION	2,500	POKéMON MART	Restores all HP
MAX REPEL	700	POKéMON MART	Prevents random attacks
MAX REVIVE		VARIOUS AREAS	Revives, restores all HP
MOON STONE		VARIOUS AREAS	Triggers evolution
NUGGET		VARIOUS AREAS	Can be sold for money
OAK'S PARCEL		VIRIDIAN CITY-POKéMON MART	Belongs to Professor Oak
OLD AMBER		PEWTER CITY-MUSEUM	Used to clone new Pokémon
OLD ROD		VERMILION CITY	Used to fish for Pokémon
PARALYZE HEAL	200	POKéMON MART	Cures Paralyze
POKé BALL	200	POKéMON MART	Used to catch Pokémon
POKé DOLL	1,000	CELADON CITY-DEPARTMENT STORE	Distracts opponent
POKé FLUTE		LAVENDER TOWN-POKéMON TOWER	Wakes sleeping Pokémon
POKéDEX		PALLET TOWN	Used to store Pokémon data
POTION	300	POKéMON MART	Restores 20 HP
PP UP		VARIOUS AREAS	Boosts PP meter by one point
PROTEIN	9,800	CELADON CITY-DEPARTMENT STORE	Boosts Attack rating
RARE CANDY		VARIOUS AREAS	Boosts experience level
REPEL	350	POKéMON MART	Prevents random attacks
REVIVE	1,500	POKéMON MART	Revives fainted Pokémon
S.S.TICKET		SEA COTTAGE	Used to board S.S. Anne
SAFARI BALL		FUCHSIA CITY-SAFARI ZONE	Used in Safari Zone
SECRET KEY		CINNABAR ISLAND-POKéMON MANSION	Opens Cinnabar Island Gym
SILPH SCOPE		CELADON CITY-GAME CORNER	Used to identify ghosts
SODA POP	300	CELADON CITY-DEPARTMENT STORE	Quenches thirst, restores 60 HP
SUPER POTION	700	POKéMON MART	Restores 50 HP
SUPER REPEL	500	POKéMON MART	Prevents random attacks
SUPER ROD		ROUTE 12	Used to fish for Pokémon
THUNDER STONE	2,100	CELADON CITY-DEPARTMENT STORE	Triggers evolution
TOWN MAP		PALLET TOWN	Map of the entire game
ULTRA BALL	1,200	POKéMON MART	Used to catch Pokémon
WATER STONE	2,100	CELADON CITY-DEPARTMENT STORE	Triggers evolution
X ACCURACY	950	CELADON CITY-DEPARTMENT STORE	Boosts Accuracy temporarily
X ATTACK	500	CELADON CITY-DEPARTMENT STORE	Boosts Attack temporarily
X DEFEND	550	CELADON CITY-DEPARTMENT STORE	Boosts Defense temporarily
X SPECIAL	350	CELADON CITY-DEPARTMENT STORE	Boosts Special temporarily
X SPEED	350	CELADON CITY-DEPARTMENT STORE	Boosts Speed temporarily

Abilities & Attacks

ABILITY	TYPE	PP	VULNERABLE TYPE	EFFECT	LEARN
ABSORB	GRS	20	WTR·GRD·RCK	Your Pokémon absorbs HP from the opponent equal to 1/2 the attack damage	LEVEL
ACID	PSN	30	GRS·BUG	Deals damage and may decrease opponent's Defense temporarily	LEVEL
ACID ARMOR	PSN	40		Increases your Pokémon's Defense temporarily	LEVEL
AGILITY	PSY	30		Increases your Pokémon's Speed temporarily	LEVEL
AMNESIA	PSY	20		Increases your Pokémon's Special Attack power temporarily	LEVEL
AURORA BEAM	ICE	20	GRS·GRD·FLY·DRG	Deals damage and may freeze opponent and/or decrease its Attack power temporarily	LEVEL
BARRAGE	NRM	20		Your Pokémon attacks 2 to 5 times in a row	LEVEL
BARRIER	PSY	30		Increases your Pokémon's Defense temporarily	LEVEL
BIDE	NRM	10		Your Pokémon loses 2 to 3 turns, then hits opponent for twice the damage received	TM 34
BIND	NRM	20		Your Pokémon attacks 2 to 5 times in a row	LEVEL
BITE	NRM	25		Deals damage and may scare opponent	LEVEL
BLIZZARD	ICE	5	GRS·GRD·FLY·RCK·DRG	Deals damage and may freeze opponent	TM 14
BODY SLAM	NRM	15		Deals damage and may Paralyze opponent	TM 08
BONE CLUB	GRD	20	FIR·ELC·PSN·RCK	Deals damage and may scare opponent	LEVEL
BONEMERANG	GRD	10	FIR·ELC·PSN·RCK	Your Pokémon attacks twice	LEVEL
BUBBLE	WTR	30	FIR·GRD·RCK	Deals damage and may decrease opponent's Speed temporarily	LEVEL
BUBBLEBEAM	WTR	20	FIR·GRD·RCK	Deals damage and may decrease opponent's Speed temporarily	TM 11
CLAMP	WTR	10	FIR·GRD·RCK	Your Pokémon attacks 2 to 5 times in a row	LEVEL
COMET PUNCH	NRM	15		Your Pokémon attacks 2 to 5 times in a row	LEVEL
CONFUSE RAY	GHO	10		Confuses opponent	LEVEL
CONFUSION	PSY	25	FTG·PSN	Confuses opponent	LEVEL
CONSTRICT	NRM	35		Deals damage and may decrease an enemy's Speed	LEVEL
CONVERSION	NRM	30		Your Pokémon switches its type to match the opponent's type	LEVEL
COUNTER	FTG	20		Hits opponent for twice the damage received (works against physical attacks only)	TM 18
CRABHAMMER	WTR	10	FIR·GRD·RCK	Has a good chance for a critical hit	LEVEL
CUT	NRM	30			HM 01
DEFENSE CURL	NRM	40		Increases your Pokémon's Defense temporarily	LEVEL
DIG	GRD	10	FIR·ELC·PSN·RCK	Your Pokémon digs into the ground on the 1st turn, then attacks on the 2nd turn	TM 28
DISABLE	NRM	20		Disables one of your opponent's abilities	LEVEL
DIZZY PUNCH	NRM	10			LEVEL
DOUBLE KICK	FTG	30	NRM·ICE·RCK	Your Pokémon attacks twice	LEVEL
DOUBLE TEAM	NRM	15		Increases your Pokémon's chances of evading attacks	TM 32
DOUBLE-EDGE	NRM	15		Your Pokémon receives 1/4 the damage the opponent receives	TM 10
DOUBLESLAP	NRM	10			LEVEL
DRAGON RAGE	DRG	10		Hits for 40 points of damage	TM 23
DREAM EATER	PSY	15	FTG·PSN	While your opponent Sleeps, your Pokémon absorbs its HP	TM 42
DRILL PECK	FLY	20	GRS·FTG·BUG		LEVEL
EARTHQUAKE	GRD	10	FIR·ELC·PSN·RCK	Not effective on Flying-type Pokémon	TM 26
EGG BOMB	NRM	10			TM 37
EMBER	FIR	25	GRS·ICE·BUG	Deals damage and may burn opponent	LEVEL
EXPLOSION	NRM	5		If successful, defeats opponent in one attack	TM 47
FIRE BLAST	FIR	5	GRS·ICE·BUG	Deals damage and may burn opponent	TM 38
FIRE PUNCH	FIR	15	GRS·ICE·BUG	Deals damage and may burn opponent	LEVEL
FIRE SPIN	FIR	15	GRS·ICE·BUG	Your Pokémon attacks 2 to 5 times in a row	LEVEL
FISSURE	GRD	5		If successful, defeats opponent in one attack (not effective on Flying-type Pokémon)	TM 27
FLAMETHROWER	FIR	15	GRS·ICE·BUG	Deals damage and may burn opponent	LEVEL
FLASH	NRM	20			HM 05
FLY	FLY	15	GRS·FTG·BUG	Your Pokémon flies on 1st turn, then attacks on 2nd turn	HM 02
FOCUS ENERGY	NRM	30		Has a good chance for a critical hit	LEVEL
FURY ATTACK	NRM	20		Your Pokémon attacks 2 to 5 times in a row	LEVEL
FURY SWIPES	NRM	15		Your Pokémon attacks 2 to 5 times in a row	LEVEL
GLARE	NRM	30		Paralyzes opponent	LEVEL
GROWL	NRM	40		Decreases opponent's Attack power temporarily	LEVEL
GROWTH	NRM	40		Increases your Pokémon's Attack power temporarily	LEVEL
GUILLOTINE	NRM	5		If successful, defeats opponent in one attack	LEVEL

Abilities & Attacks

ABILITY	TYPE	PP	VULNERABLE TYPE	EFFECT	LEARN
GUST	FLY	35	GRS·FTG·BUG		LEVEL
HARDEN	NRM	30		Increases your Pokémon's Defense temporarily	LEVEL
HAZE	ICE	30		Cancels all effects on both Pokémon	LEVEL
HEAD BUTT	NRM	15		Deals damage and may scare opponent	LEVEL
HI JUMP KICK	FTG	20	NRM·ICE·RCK	If your Pokémon misses, it receives 1/8 the damage the attack would have dealt	LEVEL
HORN ATTACK	NRM	25			LEVEL
HORN DRILL	NRM	5		If successful, defeats opponent in one attack	TM 07
HYDRO PUMP	WTR	5	FIR·GRD·RCK		LEVEL
HYPER BEAM	NRM	5		Your Pokémon loses one turn	TM 15
HYPER FANG	NRM	15		Deals damage and may scare opponent	LEVEL
HYPNOSIS	PSY	20		Puts opponent to Sleep	LEVEL
ICE BEAM	ICE	10	GRS·GRD·FLY·DRG	Deals damage and may freeze opponent	TM 13
ICE PUNCH	ICE	15	GRS·GRD·FLY·DRG	Deals damage and may freeze opponent	LEVEL
JUMP KICK	FTG	25	NRM·ICE·RCK	If your Pokémon misses, it receives 1/8 the damage the attack would have dealt	LEVEL
KARATE CHOP	NRM	25		Has a good chance for a critical hit	LEVEL
KINESIS	PSY	15		Decreases opponent's Accuracy temporarily	LEVEL
LEECH LIFE	BUG	15	GRS·PSN·PSY	Your Pokémon absorbs some of opponent's HP	LEVEL
LEECH SEED	GRS	10		Your Pokémon absorbs some of opponent's HP every turn	LEVEL
LEER	NRM	30		Decreases opponent's Defense temporarily	LEVEL
LICK	GHO	30	GHO	Deals damage and may Paralyze opponent	LEVEL
LIGHT SCREEN	PSY	30		Cuts the damage received from Special Attacks by 50%	LEVEL
LOVELY KISS	NRM	10		Puts opponent to Sleep	LEVEL
LOW KICK	FTG	20	NRM·ICE·RCK	Deals damage and may scare opponent	LEVEL
MEDITATE	PSY	40		Increases your Pokémon's Attack power temporarily	LEVEL
MEGA DRAIN	GRS	10	WTR·GRD·RCK	Your Pokémon absorbs HP from the opponent equal to 1/2 the attack damage	TM 21
MEGA KICK	NRM	5			TM 05
MEGA PUNCH	NRM	20			TM 01
METRONOME	NRM	10		TMs used at random	TM 35
MIMIC	NRM	10		Your Pokémon mimics its opponent's last attack	TM 31
MINIMIZE	NRM	20		Increases your Pokémon's chances of evading an attack	LEVEL
MIRROR MOVE	FLY	20		Your Pokémon mimics its opponent's last attack	LEVEL
MIST	ICE	30		Defends against Special Attacks designed to decrease your Pokémon's abilities	LEVEL
NIGHT SHADE	GHO	15		Damage dealt is equal to your Pokémon's experience level	LEVEL
PAY DAY	NRM	20		You receive extra money after the battle	TM 16
PECK	FLY	35	GRS·FTG·BUG		LEVEL
PETAL DANCE	GRS	20	WTR·GRD·RCK	Deals damage, but Confuses your Pokémon	LEVEL
PIN MISSILE	BUG	20	GRS·PSN·PSY	Your Pokémon attacks 2 to 5 times in a row	LEVEL
POISON GAS	PSN	40		Poisons opponent	LEVEL
POISON STING	PSN	35	GRS·BUG	Deals damage and may Poison opponent	LEVEL
POISON POWDER	PSN	35		Poisons opponent	LEVEL
POUND	NRM	35			LEVEL
PSYBEAM	PSY	20	FTG·PSN	Deals damage and may Confuse opponent	LEVEL
PSYCHIC	PSY	10	FTG·PSN	Decreases opponent's Special Attack power temporarily	TM 29
PSYWAVE	PSY	15		Damage dealt is equal to 1.5 times your Pokémon's experience level	TM 46
QUICK ATTACK	NRM	30		Your Pokémon attacks first	LEVEL
RAGE	NRM	20		As your Pokémon takes damage, its Attack power increases until the battle is over	TM 20
RAZOR LEAF	GRS	25	WTR·GRD·RCK	Has a good chance for a critical hit	LEVEL
RAZOR WIND	NRM	10		Your Pokémon builds power on the 1st turn, then attacks on the 2nd turn	TM 02
RECOVER	NRM	20		Restores half of your Pokémon's maximum number of HP	LEVEL
REFLECT	PSY	20		Cuts the damage received from physical attacks by 50%	TM 33
REST	PSY	10		If successful, your Pokémon recovers all its HP, then loses 2 turns	TM 44
ROAR	NRM	20		Ends the battle automatically (doesn't work in duels against trainers)	LEVEL
ROCK SLIDE	RCK	10	FIR·ICE·FLY·BUG		TM 48
ROCK THROW	RCK	15	FIR·ICE·FLY·BUG		LEVEL
ROLLING KICK	FTG	15	NRM·ICE·RCK	Deals damage and may scare opponent	LEVEL

Abilities & Attacks

ABILITY	TYPE	PP	VULNERABLE TYPE	EFFECT	LEARN
SAND-ATTACK	NRM	15		Decreases opponent's Accuracy temporarily	LEVEL
SCRATCH	NRM	30			LEVEL
SCREECH	NRM	40		Decreases opponent's Defense temporarily	LEVEL
SEISMIC TOSS	FTG	20		Damage dealt is equal to your Pokémon's experience level	TM 19
SELF DESTRUCT	NRM	5		Deals damage, but causes your Pokémon to faint	TM 36
SHARPEN	NRM	30		Increases your Pokémon's Attack power temporarily	LEVEL
SING	NRM	15		Puts opponent to Sleep	LEVEL
SKULL BASH	NRM	15		Your Pokémon withdraws its head on the 1st turn, then attacks on the 2nd turn	TM 40
SKY ATTACK	FLY	5	GRS·FTG·BUG	Your Pokémon builds energy on the 1st turn, then attacks on the 2nd turn	TM 43
SLAM	NRM	20			LEVEL
SLASH	NRM	20		Has a good chance for a critical hit	LEVEL
SLEEP POWDER	GRS	15		Puts opponent to Sleep	LEVEL
SLUDGE	PSN	20	GRS·BUG	Deals damage and may Poison opponent	LEVEL
SMOG	PSN	20	GRS·BUG	Deals damage and may Poison opponent	LEVEL
SMOKESCREEN	NRM	20		Decreases opponent's Accuracy temporarily	LEVEL
SOFTBOILED	NRM	10		Restores half of your Pokémon's maximum number of HP	TM 41
SOLAR BEAM	GRS	10	WTR·GRD·RCK	Your Pokémon builds energy on the 1st turn, then attacks on the 2nd turn	TM 22
SONICBOOM	NRM	20		Deals 20 points of damage	LEVEL
SPIKE CANNON	NRM	15		Your Pokémon attacks 2 to 5 times in a row	LEVEL
SPLASH	NRM	40			LEVEL
SPORE	GRS	15		Puts opponent to Sleep	LEVEL
STOMP	NRM	20		Deals damage and may scare opponent	LEVEL
STRENGTH	NRM	15			HM 04
STRING SHOT	BUG	40		Decreases opponent's Speed temporarily	LEVEL
STRUGGLE	NRM	–		Can be used when all PP is gone, but your Pokémon receives 1/4 the damage dealt	LEVEL
STUN SPORE	GRS	30		Paralyzes opponent	LEVEL
SUBMISSION	FTG	25	NRM·ICE·RCK	Your Pokémon receives 1/4 the damage the opponent receives	TM 17
SUBSTITUTE	NRM	10		Your Pokémon creates clones of itself, which then fight automatically	TM 50
SUPER FANG	NRM	10		Cuts opponent's HP in half	LEVEL
SUPERSONIC	NRM	20		Confuses opponent	LEVEL
SURF	WTR	15	FIR·GRD·RCK		HM 03
SWIFT	NRM	20			TM 39
SWORDS DANCE	NRM	30		Increases your Pokémon's Attack power temporarily	TM 03
TACKLE	NRM	35			LEVEL
TAIL WHIP	NRM	30		Decreases opponent's Defense temporarily	LEVEL
TAKE DOWN	NRM	20		Your Pokémon receives 1/4 the damage the opponent receives	TM 09
TELEPORT	PSY	20		Ends the battle automatically (doesn't work in duels against trainers)	TM 30
THRASH	NRM	20		Deals damage but Confuses your Pokémon	LEVEL
THUNDER	ELC	10	WTR·FLY	Deals damage and may Paralyze opponent	TM 25
THUNDER WAVE	ELC	20		Paralyzes opponent	TM 45
THUNDERBOLT	ELC	15	WTR·FLY	Deals damage and may Paralyze opponent	TM 24
THUNDERPUNCH	ELC	15	WTR·FLY	Deals damage and may Paralyze opponent	LEVEL
THUNDERSHOCK	ELC	30	WTR·FLY	Deals damage and may Paralyze opponent	LEVEL
TOXIC	PSN	10		Poisons opponent (damage dealt increases with each turn)	TM 06
TRANSFORM	NRM	10		Transforms your Pokémon into a copy of its opponent	LEVEL
TRI ATTACK	NRM	10			TM 49
TWINEEDLE	BUG	20	GRS·PSN·PSY	Your Pokémon attacks twice, attack may Poison opponent	LEVEL
VICEGRIP	NRM	30			LEVEL
VINE WHIP	GRS	10	WTR·GRD·RCK		LEVEL
WATER GUN	WTR	25	FIR·GRD·RCK		TM 12
WATERFALL	WTR	15	FIR·GRD·RCK		LEVEL
WHIRLWIND	NRM	20		Ends the battle automatically (doesn't work in duels against trainers)	TM 04
WING ATTACK	FLY	35	GRS·FTG·BUG		LEVEL
WITHDRAW	WTR	40		Increases your Pokémon's Defense temporarily	LEVEL
WRAP	NRM	20		Your Pokémon attacks 2 to 5 times in a row	LEVEL

Technical & Hidden Machine List

TM HM	PRICE	PLACE	ABILITY	TM HM	PRICE	PLACE	ABILITY
TM 01	3,000	MT. MOON, CELADON DEPT. STORE	MEGA PUNCH	TM 29		SAFFRON CITY	PSYCHIC
TM 02	2,000	CELADON DEPT. STORE, GAME CORNER	RAZOR WIND	TM 30		ROUTE 9	TELEPORT
TM 03		SAFFRON CITY-SILPH CO.	SWORDS DANCE	TM 31		SAFFRON CITY	MIMIC
TM 04		ROUTE 4	WHIRLWIND	TM 32	1,000	FUCHSIA CITY, CELADON DEPT. STORE	DOUBLE TEAM
TM 05	3,000	VICTORY ROAD, CELADON DEPT. STORE	MEGA KICK	TM 33	1,000	POWER PLANT, CELADON DEPT. STORE	REFLECT
TM 06		FUCHSIA CITY-POKéMON GYM	TOXIC	TM 34		PEWTER CITY-POKéMON GYM	BIDE
TM 07	2,000	CELADON CITY, GAME CORNER	HORN DRILL	TM 35		CINNABAR ISLAND-POKéMON LAB	METRONOME
TM 08		VERMILION CITY-S.S. ANNE	BODY SLAM	TM 36		SAFFRON CITY-SILPH CO.	SELF DESTRUCT
TM 09	3,000	SAFFRON CITY, CELADON DEPT. STORE	TAKE DOWN	TM 37	2,000	FUCHSIA CITY, CELADON DEPT. STORE	EGG BOMB
TM 10		CELADON CITY, GAME CORNER	DOUBLE-EDGE	TM 38		CINNABAR ISLAND-POKéMON GYM	FIRE BLAST
TM 11		CERULEAN CITY-POKéMON GYM	BUBBLEBEAM	TM 39		ROUTE 12-LOOKOUT STATION	SWIFT
TM 12		MT. MOON-CAVE	WATER GUN	TM 40		FUCHSIA CITY-SAFARI ZONE	SKULL BASH
TM 13		CELADON DEPT. STORE	ICE BEAM	TM 41		CELADON CITY	SOFTBOILED
TM 14		CINNABAR ISLAND	BLIZZARD	TM 42		VIRIDIAN CITY	DREAM EATER
TM 15		CELADON CITY	HYPER BEAM	TM 43		VICTORY ROAD	SKY ATTACK
TM 16		ROUTE 12	PAY DAY	TM 44		VERMILION CITY-S.S. ANNE	REST
TM 17	3,000	VICTORY ROAD, CELADON DEPT. STORE	SUBMISSION	TM 45		ROUTE 24	THUNDER WAVE
TM 18		CELADON DEPT. STORE	COUNTER	TM 46		SAFFRON CITY-POKéMON GYM	PSYWAVE
TM 19		ROUTE 25	SEISMIC TOSS	TM 47		VICTORY ROAD	EXPLOSION
TM 20		ROUTE 15	RAGE	TM 48		CELADON DEPT. STORE	ROCK SLIDE
TM 21		CELADON CITY-POKéMON GYM	MEGA DRAIN	TM 49		CELADON DEPT. STORE	TRI ATTACK
TM 22		CINNABAR ISLAND	SOLARBEAM	TM 50		CELADON CITY	SUBSTITUTE
TM 23		CELADON CITY	DRAGON RAGE	HM 01		VERMILION CITY-S.S. ANNE	CUT
TM 24		VERMILION CITY-POKéMON GYM	THUNDERBOLT	HM 02		ROUTE 16	FLY
TM 25		POWER PLANT	THUNDER	HM 03		FUCHSIA CITY-SAFARI ZONE	SURF
TM 26		SAFFRON CITY-SILPH CO.	EARTHQUAKE	HM 04		FUCHSIA CITY	STRENGTH
TM 27		VIRIDIAN CITY-POKéMON GYM	FISSURE	HM 05		ROUTE 2	FLASH
TM 28		CERULEAN CITY	DIG				

Technical & Hidden Machine Chart

● CAN USE 🟠 VERY EFFECTIVE 🟡 CAN USE IN YELLOW ONLY

TM & HM ▶ POKéMON	01 MEGA PUNCH NRM	02 RAZOR WIND NRM	03 SWORDS DANCE NRM	04 WHIRLWIND NRM	05 MEGA KICK NRM	06 TOXIC PSN	07 HORN DRILL NRM	08 BODY SLAM NRM	09 TAKE DOWN NRM	10 DOUBLE-EDGE NRM	11 BUBBLEBEAM WTR	12 WATER GUN WTR	13 ICE BEAM ICE	14 BLIZZARD ICE	15 HYPER BEAM NRM	16 PAY DAY NRM	17 SUBMISSION FTG	18 COUNTER FTG	19 SEISMIC TOSS FTG	20 RAGE NRM	21 MAGA DRAIN GRS	22 SOLARBEAM GRS	23 DRAGON RAGE DRG	24 THUNDERBOLT ELC	25 THUNDER ELC	26 EARTHQUAKE GRD	27 FISSURE GRD	28 DIG GRD	29 PSYCHIC PSY	30 TELEPORT PSY	31 MIMIC NRM	32 DOUBLE TEAM NRM	33 REFLECT PSY	34 BIDE NRM	35 METORONOME NRM	36 SELFDESTRUCT NRM	37 EGG BOMB NRM	38 FIRE BLAST FIR	39 SWIFT NRM	40 SKULL BASH NRM	41 SOFTBOILED NRM	42 DREAM EATER PSY	43 SKY ATTACK FLY	44 REST PSY	45 THUNDER WAVE ELC	46 PSYWAVE PSY	47 EXPLOSION NRM	48 ROCK SLIDE RCK	49 TRI ATTACK NRM	50 SUBSTITUTE NRM	01 CUT NRM	02 FLY FLY	03 SURF WTR	04 STRENGTH NRM	05 FLASH NRM
1 BULBASAUR			●			🟠		●	●	●										●	🟠	🟠									●	●	●	●										●						●	●				
2 IVYSAUR			●			🟠		●	●	●										●	🟠	🟠									●	●	●	●										●						●	●				
3 VENUSAUR			●			🟠		●	●	●					●					●	🟠	🟠									●	●	●	●										●						●	●				
4 CHARMANDER	●		●		●	●		●	●	●							●	●	●	●			●					●			●	●	●	●				🟠	●	●				●						●	●			●	
5 CHARMELEON	●		●		●	●		●	●	●							●	●	●	●			●					●			●	●	●	●				🟠	●	●				●						●	●			●	
6 CHARIZARD	●		●		●	●		●	●	●					●		●	●	●	●			●			●	●	●			●	●	●	●				🟠	●	●				●						●	●	🟡		●	
7 SQUIRTLE	●				●	●		●	●	●	🟠	🟠	●	●			●	●	●	●								●			●	●	●	●						●				●						●			🟠	●	
8 WARTORTLE	●				●	●		●	●	●	🟠	🟠	●	●			●	●	●	●								●			●	●	●	●						●				●						●			🟠	●	
9 BLASTOISE	●				●	●		●	●	●	🟠	🟠	●	●	●		●	●	●	●						●	●	●			●	●	●	●						●				●						●			🟠	●	
10 CATERPIE																																																							
11 METAPOD																																																							
12 BUTTERFREE		●		●		●			●	●					●					●	●	●							●	●	●	●	●	●					●					●		●				●				🟡	
13 WEEDLE																																																							
14 KAKUNA																																																							
15 BEEDRILL			●			🟠			●	●					●					●	●										●	●	●	●					●	●				●						●	●				
16 PIDGEY		🟠		🟠		●			🟠	🟠										🟠											🟠	🟠	●	🟠					🟠				🟠	●						🟠		🟠			
17 PIDGEOTTO		🟠		🟠		●			🟠	🟠										🟠											🟠	🟠	●	🟠					🟠				🟠	●						🟠		🟠			
18 PIDGEOT		🟠		🟠		●			🟠	🟠					🟠					🟠											🟠	🟠	●	🟠					🟠				🟠	●						🟠		🟠			
19 RATTATA						●		🟠	🟠	🟠	●	●		●						🟠				●	●			●			🟠	🟠		🟠					🟠	🟠				●						🟠					
20 RATICATE						●		🟠	🟠	🟠	●	●	●	●	🟠					🟠				●	●			●			🟠	🟠		🟠					🟠	🟠				●						🟠					
21 SPEAROW		🟠		🟠		●			🟠	🟠										🟠											🟠	🟠		🟠					🟠				🟠	●						🟠		🟠			
22 FEAROW		🟠		🟠		●			🟠	🟠					🟠					🟠											🟠	🟠		🟠					🟠				🟠	●						🟠		🟠			
23 EKANS						🟠		●	●	●										●	●					●	●	●			●	●		●						●				●				●		●				●	
24 ARBOK						🟠		●	●	●					●					●	●					●	●	●			●	●		●						●				●				●		●				●	
25 PIKACHU	●				●	●		●	●	●						●	●		●	●				🟠	🟠						●	●	●	●					●	●				●	🟠					●					●
26 RAICHU	●				●	●		●	●	●					●	●	●		●	●				🟠	🟠						●	●	●	●					●	●				●	🟠					●					●
27 SANDSHREW			●			●		●	●	●							●		●	●						🟠	🟠	🟠			●	●		●					●	●				●				●		●	●			●	
28 SANDSLASH			●			●		●	●	●					●		●		●	●						🟠	🟠	🟠			●	●		●					●	●				●				●		●	●			●	
29 NIDORAN♀						🟠		●	●	●				●						●				●	●						●	●	●	●						●				●						●					
30 NIDORINA						🟠	●	●	●	●	●	●	●	●						●				●	●						●	●	●	●						●				●						●					
31 NIDOQUEEN	●				●	🟠	●	●	●	●	●	●	●	●	●	●	●	●	●	●				●	●	🟠	🟠				●	●	●	●				●		●				●				●		●			●	●	
32 NIDORAN♂						🟠	●	●	●	●				●						●				●	●						●	●	●	●						●				●						●					
33 NIDORINO						🟠	●	●	●	●	●	●	●	●						●				●	●						●	●	●	●						●				●						●					
34 NIDOKING	●				●	🟠	●	●	●	●	●	●	●	●	●	●	●	●	●	●				●	●	🟠	🟠				●	●	●	●				●		●				●				●		●			●	●	
35 CLEFAIRY	🟠				🟠	●		🟠	🟠	🟠	●	●	●	●			●	●	●	🟠		●		●	●				●	●	🟠	🟠	●	🟠	🟠			●		🟠				●	●	●			🟠	🟠				🟠	🟠
36 CLEFABLE	🟠				🟠	●		🟠	🟠	🟠	●	●	●	●	🟠		●	●	●	🟠		●		●	●				●	●	🟠	🟠	●	🟠	🟠			●		🟠				●	●	●			🟠	🟠				🟠	🟠
37 VULPIX						●		●	●	●										●								●			●	●	●	●				🟠	●	●				●						●					
38 NINETALES						●		●	●	●					●					●								●			●	●	●	●				🟠	●	●				●						●					
39 JIGGLYPUFF	🟠				🟠	●		🟠	🟠	🟠	●	●	●	●			●	●	●	🟠		●		●	●				●	●	🟠	🟠	●	🟠				●		🟠				●	●	●			🟠	🟠				🟠	🟠
40 WIGGLYTUFF	🟠				🟠	●		🟠	🟠	🟠	●	●	●	●	🟠		●	●	●	🟠		●		●	●				●	●	🟠	🟠	●	🟠				●		🟠				●	●	●			🟠	🟠				🟠	🟠
41 ZUBAT		●		●		🟠			●	●										●	●										●	●		●					●					●						●					
42 GOLBAT		●		●		🟠			●	●					●					●	●										●	●		●					●					●						●					
43 ODDISH			●			🟠			●	●										●	🟠	🟠									●	●	●	●										●						●	●				
44 GLOOM			●			🟠			●	●										●	🟠	🟠									●	●	●	●										●						●	●				
45 VILEPLUME			●			🟠		●	●	●					●					●	🟠	🟠									●	●	●	●										●						●	●				
46 PARAS			●			●		●	●	●										●	🟠	🟠						●			●	●	●	●						●				●						●	●				
47 PARASECT			●			●		●	●	●					●					●	🟠	🟠						●			●	●	●	●						●				●						●	●				
48 VENONAT		🟡		🟡		🟠			●	●					🟡					●	●	●							●	🟡	●	●	●	●					🟡					●		●				●				🟡	
49 VENOMOTH		●		●		🟠			●	●					●					●	●	●							●	●	●	●	●	●					●					●		●				●				🟡	
50 DIGLETT						●		●	●	●										●						🟠	🟠	🟠			●	●		●										●				●		●		🟡			

Technical & Hidden Machine Chart

● CAN USE 🟠 VERY EFFECTIVE 🟡 CAN USE IN YELLOW ONLY

TM & HM ▶		01 MEGA PUNCH	02 RAZOR WIND	03 SWORDS DANCE	04 WHIRLWIND	05 MEGA KICK	06 TOXIC	07 HORN DRILL	08 BODY SLAM	09 TAKE DOWN	10 DOUBLE-EDGE	11 BUBBLEBEAM	12 WATER GUN	13 ICE BEAM	14 BLIZZARD	15 HYPER BEAM	16 PAY DAY	17 SUBMISSION	18 COUNTER	19 SEISMIC TOSS	20 RAGE	21 MAGA DRAIN	22 SOLARBEAM	23 DRAGON RAGE	24 THUNDERBOLT	25 THUNDER	26 EARTHQUAKE	27 FISSURE	28 DIG	29 PSYCHIC	30 TELEPORT	31 MIMIC	32 DOUBLE TEAM	33 REFLECT	34 BIDE	35 METORONOME	36 SELFDESTRUCT	37 EGG BOMB	38 FIRE BLAST	39 SWIFT	40 SKULL BASH	41 SOFTBOILED	42 DREAM EATER	43 SKY ATTACK	44 REST	45 THUNDER WAVE	46 PSYWAVE	47 EXPLOSION	48 ROCK SLIDE	49 TRI ATTACK	50 SUBSTITUTE	01 CUT	02 FLY	03 SURF	04 STRENGTH	05 FLASH
POKéMON		NRM	NRM	NRM	NRM	NRM	PSN	NRM	NRM	NRM	NRM	WTR	WTR	ICE	ICE	NRM	NRM	FTG	FTG	FTG	NRM	GRS	GRS	DRG	ELC	ELC	GRD	GRD	GRD	PSY	PSY	NRM	NRM	PSY	NRM	NRM	NRM	NRM	FIR	NRM	NRM	NRM	PSY	FLY	PSY	ELC	PSY	NRM	RCK	NRM	NRM	NRM	FLY	WTR	NRM	NRM
51	DUGTRIO						●		●	●	●					●					●						🟠	🟠	🟠			●	●		●										●				●		●	🟡				
52	MEOWTH						●		🟠	🟠	🟠	●	●				🟠				🟠				●	●						🟠	🟠		🟠					🟠	🟠				●						🟠					
53	PERSIAN						●		🟠	🟠	🟠	●	●			🟠	🟠				🟠				●	●						🟠	🟠		🟠					🟠	🟠				●						🟠					
54	PSYDUCK	●				●	●		●	●	●	🟠	🟠	●	●		●	●	●	●	●								●			●	●		●					●	●				●						●			🟠	●	
55	GOLDUCK	●				●	●		●	●	●	🟠	🟠	●	●	●	●	●	●	●	●								●			●	●		●					●	●				●						●			🟠	●	
56	MANKEY	●				●	●		●	●	●						●	🟠	🟠	🟠	●				●	●			●			●	●		●	●				●	●				●				●		●				●	
57	PRIMEAPE	●				●	●		●	●	●					●	●	🟠	🟠	🟠	●				●	●			●			●	●		●	●				●	●				●				●		●				●	
58	GROWLITHE						●		●	●	●										●			●					●			●	●	●	●				🟠	●	●				●						●					
59	ARCANINE						●		●	●	●					●					●			●					●		●	●	●	●	●				🟠	●	●				●						●					
60	POLIWAG						●		●	●	●	🟠	🟠	●	●						●									●		●	●		●						●				●		●				●			🟠		
61	POLIWHIRL	●				●	●		●	●	●	🟠	🟠	●	●			●	●	●	●						●	●		●		●	●		●	●					●				●		●				●			🟠	●	
62	POLIWRATH	●				●	●		●	●	●	🟠	🟠	●	●	●		🟠	🟠	🟠	●						●	●		●		●	●		●	●					●				●		●				●			🟠	●	
63	ABRA	●				●	●		●	●	●							●	●	●	●									🟠	🟠	●	●	🟠	●	●					●				🟠	●	🟠			●	●					●
64	KADABRA	●				●	●		●	●	●							●	●	●	●								●	🟠	🟠	●	●	🟠	●	●					●				🟠	●	🟠			●	●					●
65	ALAKAZAM	●				●	●		●	●	●					●		●	●	●	●								●	🟠	🟠	●	●	🟠	●	●					●				🟠	●	🟠			●	●					●
66	MACHOP	●				●	●		●	●	●							🟠	🟠	🟠	●						●	●	●			●	●		●	●			●		●				●				●		●				●	
67	MACHOKE	●				●	●		●	●	●							🟠	🟠	🟠	●						●	●	●			●	●		●	●			●		●				●				●		●				●	
68	MACHAMP	●				●	●		●	●	●					●		🟠	🟠	🟠	●						●	●	●			●	●		●	●			●		●				●				●		●				●	
69	BELLSPROUT			●			🟠			●	●										●	🟠	🟠									●	●	●	●										●						●	●				
70	WEEPINBELL			●			🟠			●	●										●	🟠	🟠									●	●	●	●										●						●	●				
71	VICTREEBEL			●			🟠		●	●	●					●					●	🟠	🟠									●	●	●	●										●						●	●				
72	TENTACOOL			●			🟠			●	●	🟠	🟠	●	●						●	●										●	●	●	●						●				●						●	●		🟠		
73	TENTACRUEL			●			🟠			●	●	🟠	🟠	●	●	●					●	●										●	●	●	●						●				●						●	●		🟠		
74	GEODUDE	●					●		●	●	●							●	●	●	●						🟠	🟠	🟠			●	●		●	●	●		●						●			●	🟠		●				●	
75	GRAVELER	●					●		●	●	●							●	●	●	●						🟠	🟠	🟠			●	●		●	●	●		●						●			●	🟠		●				●	
76	GOLEM	●				●	●		●	●	●					●		●	●	●	●						🟠	🟠	🟠			●	●		●	●	●		●						●			●	🟠		●				●	
77	PONYTA						●	●	●	●	●										●											●	●	●	●				🟠	●	●				●						●					
78	RAPIDASH						●	●	●	●	●					●					●											●	●	●	●				🟠	●	●				●						●					
79	SLOWPOKE						●		●	●	●	🟠	🟠	●	●		●				●						●	●	●	🟠	🟠	●	●	🟠	●				●	●	●				🟠	●	🟠			●	●			🟠	●	●
80	SLOWBRO	●				●	●		●	●	●	🟠	🟠	●	●	●	●	●	●	●	●						●	●	●	🟠	🟠	●	●	🟠	●				●	●	●				🟠	●	🟠			●	●			🟠	●	●
81	MAGNEMITE						●			●	●										●				🟠	🟠					●	●	●	●	●					●					●	🟠					●					●
82	MAGNETON						●			●	●					●					●				🟠	🟠					●	●	●	●	●					●					●	🟠					●					●
83	FARFETCH'D		🟠	🟠	🟠		●		🟠	🟠	🟠										🟠											🟠	🟠	●	🟠					🟠	🟠				●						🟠	🟠	🟠			
84	DODUO				🟠		●		🟠	🟠	🟠										🟠											🟠	🟠	●	🟠						🟠			🟠	●					🟠	🟠		🟠			
85	DODRIO				🟠		●		🟠	🟠	🟠					🟠					🟠											🟠	🟠	●	🟠						🟠			🟠	●					🟠	🟠		🟠			
86	SEEL						●	●	●	●	●	🟠	🟠	●	●		●				●											●	●		●						●				●						●			🟠	●	
87	DEWGONG						●	●	●	●	●	🟠	🟠	🟠	🟠	●	●				●											●	●		●						●				●						●			🟠	●	
88	GRIMER						🟠		●												●	●			●	●						●	●		●		●		●						●			●			●					
89	MUK						🟠		●							●					●	●			●	●						●	●		●		●		●						●			●			●					
90	SHELLDER						●			●	●	🟠	🟠	●	●						●										●	●	●	●	●		●			●					●			●		●	●			🟠		
91	CLOYSTER						●			●	●	🟠	🟠	🟠	🟠	●					●										●	●	●	●	●		●			●					●			●		●	●			🟠		
92	GASTLY						🟠														●	●			●	●				●		●	●		●		●						●		●		●	●			●					
93	HAUNTER						🟠														●	●			●	●				●		●	●		●		●						●		●		●	●			●					
94	GENGAR	●				●	🟠		●	●	●					●		●	●	●	●	●			●	●				●		●	●		●	●	●				●		●		●		●	●			●				●	
95	ONIX						●		●	●	●										●						🟠	🟠	🟠			●	●		●		●				●				●			●	🟠		●				●	
96	DROWZEE	●				●	●		●	●	●							●	●	●	●									🟠	🟠	●	●	🟠	●	●					●		🟠		🟠	●	🟠			●	●					●
97	HYPNO	●				●	●		●	●	●					●		●	●	●	●									🟠	🟠	●	●	🟠	●	●					●		🟠		🟠	●	🟠			●	●					●
98	KRABBY			●			●		●	●	●	🟠	🟠	●	●						●											●	●		●										●						●	●		🟠	●	
99	KINGLER			●			●		●	●	●	🟠	🟠	●	●	●					●											●	●		●										●						●	●		🟠	●	
100	VOLTORB						●			●											●				🟠	🟠					●	●	●	●	●		●			●					●	🟠		●			●					●

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101 ELECTRODE						●			●						●					●				🟠	🟠					●	●	●	●	●		●			●	●				●	🟠		●			●					●
102 EXEGGCUTE						●			●	●										●									🟠	🟠	●	●	🟠	●		●	●							🟠		🟠	●			●					
103 EXEGGUTOR						●			●	●					●					●	🟠	🟠							🟠	🟠	●	●	🟠	●		●	●							🟠		🟠	●			●				●	
104 CUBONE	●				●	●		●	●	●	●	●	●	●			●	●	●	●						🟠	🟠	🟠			●	●		●				●		●				●						●				●	
105 MAROWAK	●				●	●		●	●	●	●	●	●	●	●		●	●	●	●						🟠	🟠	🟠			●	●		●				●		●				●						●				●	
106 HITMONLEE	●				●	●		●	●	●							🟠	🟠	🟠	●											●	●		●	●				●	●				●						●				●	
107 HITMONCHAN	●				●	●		●	●	●							🟠	🟠	🟠	●											●	●		●	●				●	●				●						●				●	
108 LICKITUNG	🟠		🟠		🟠	●		🟠	🟠	🟠	●	●	●	●	🟠		●	●	●	🟠				●	●	●	●				🟠	🟠		🟠				●		🟠				●						🟠	🟠		●	🟠	
109 KOFFING						🟠														●				●	●						●	●		●		●		●						●			●			●					
110 WEEZING						🟠									●					●				●	●						●	●		●		●		●						●			●			●					
111 RHYHORN						●	●	●	●	●										●				●	●	🟠	🟠	🟠			●	●		●				●		●				●				🟠		●				●	
112 RHYDON	●				●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●				●	●	🟠	🟠	🟠			●	●		●				●		●				●				🟠		●			●	●	
113 CHANSEY	🟠				🟠	●		🟠	🟠	🟠	●	●	●	●	🟠		●	●	●	🟠		●		●	●				●	●	🟠	🟠	●	🟠	🟠		🟠	●		🟠	🟠			●	●	●			🟠	🟠				🟠	🟠
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115 KANGASKHAN	🟠				🟠	●		🟠	🟠	🟠	●	●	●	●	🟠		●	●	●	🟠				●	●	●	●				🟠	🟠		🟠				●		🟠				●				●		🟠			●	🟠	
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122 MR. MIME	●				●	●		●	●	●					●		●	●	●	●		●		●	●				🟠	🟠	●	●	🟠	●	●					●				🟠	●	🟠				●					●
123 SCYTHER			●			●			●	●					●					●											●	●		●					●	●				●						●	●				
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128 TAUROS						●	🟠	🟠	🟠	🟠			●	●	🟠					🟠				●	●	●	●				🟠	🟠		🟠				●		🟠				●						🟠				🟠	
129 MAGIKARP																																																							
130 GYARADOS						●		●	●	●	🟠	🟠	●	●	●					●			●	●	●						●	●	●	●				●		●				●						●			🟠	●	
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134 VAPOREON						●		●	●	●	🟠	🟠	●	●	●					●											●	●	●	●					●	●				●						●			🟠		
135 JOLTEON						●		●	●	●					●					●				🟠	🟠						●	●	●	●					●	●				●	🟠					●					●
136 FLAREON						●		●	●	●					●					●											●	●	●	●				🟠	●	●				●						●					
137 PORYGON						●			🟠	🟠			●	●	🟠					🟠				●	●				●	●	🟠	🟠	●	🟠					🟠	🟠				●	●	●			🟠	🟠					🟠
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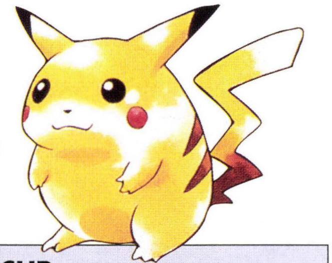
144 ARTICUNO		●		●		●			●	●	●	●	🟠	🟠	●					●											●	●	●	●					●				🟠	●						●		🟠			
145 ZAPDOS		●		●		●			●	●					●					●				🟠	🟠						●	●	●	●					●				🟠	●	🟠					●		🟠			●
146 MOLTRES		●		●		●			●	●					●					●											●	●	●	●				🟠	●				🟠	●						●		🟠			
147 DRATINI						●		●	●	●	●	●	●	●						●			🟠	●	●						●	●	●	●				●	●	●				●	●					●			●		
148 DRAGONAIR						●	●	●	●	●	●	●	●	●						●			🟠	●	●						●	●	●	●				●	●	●				●	●					●			●		
149 DRAGONITE		●				●	●	●	●	●	●	●	●	●	●					●			🟠	●	●						●	●	●	●				●	●	●				●	●					●			●	●	
150 MEWTWO	●				●	●		●	●	●	●	●	●	●	●	●	●	●	●	●		●		●	●				🟠	🟠	●	●	🟠	●	●	●		●		●				🟠	●	🟠			●	●				●	●

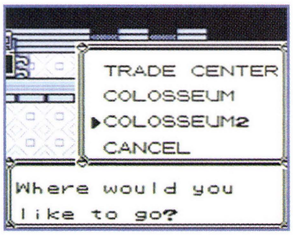
YELLOW EXTRAS!



There are lots of little differences that set Yellow apart from Red and Blue, but there are also a few big ones. Check out these cool features unique to Yellow!

Vs. Mode For Yellow

Pokémon masters are familiar with the time-honored tradition of meeting a friend at the Cable Club, entering the Colosseum and duking it out with their finest Pokémon teams. Two players with a Game Link Cable and cartridges of any color can do this, but if two Yellow cartridges link up, a new option will become available. Colosseum 2 lets you match teams of three Pokémon in three different Cups, each of which has its own set of rules and regulations that must be adhered to.



TRADE CENTER
COLOSSEUM
▶COLOSSEUM2
CANCEL

Where would you like to go?

Once you link Game Boys with a Game Link Cable, head to a PokéCenter's Cable Club and select Colosseum 2.

POKé CUP

You can enter three Pokémon between levels 50-55 in the Poké Cup, provided the sum of their levels does not exceed 155. Sorry, Mew's not allowed to come.

PIKA CUP

Mew isn't permitted to enter the Pika Cup either. Bring three Pokémon between the levels of 15-20, and make sure their levels don't add up to more than 50.

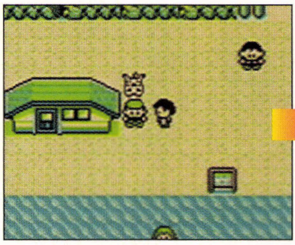
PETIT CUP

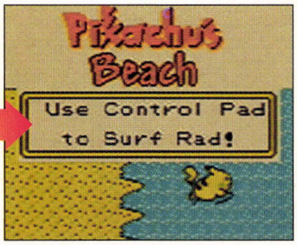
This Cup allows basic Pokémon between levels 25-30 (maximum 80). Pokémon under 6'8" and 44 pounds can fight—check the chart to see who's eligible.

PETIT CUP		
#1 BULBASAUR	#39 JIGGLYPUFF	#90 SHELLDER
#4 CHARMANDER	#41 ZUBAT	#92 GASTLY
#7 SQUIRTLE	#43 ODDISH	#98 KRABBY
#10 CATERPIE	#46 PARAS	#100 VOLTORB
#13 WEEDLE	#50 DIGLETT	#102 EXEGGCUTE
#16 PIDGEY	#52 MEOWTH	#104 CUBONE
#19 RATTATA	#54 PSYDUCK	#109 KOFFING
#21 SPEAROW	#58 GROWLITHE	#116 HORSEA
#23 EKANS	#60 POLIWAG	#118 GOLDEEN
#25 PIKACHU	#63 ABRA	#129 MAGIKARP
#27 SANDSHREW	#66 MACHOP	#132 DITTO
#29 NIDORAN ♀	#69 BELLSPROUT	#133 EEVEE
#32 NIDORAN ♂	#74 GEODUDE	#138 OMANYTE
#35 CLEFAIRY	#81 MAGNEMITE	#140 KABUTO
#37 VULPIX	#83 FARFETCH'D	#147 DRATINI

Pikachu Summer Beach

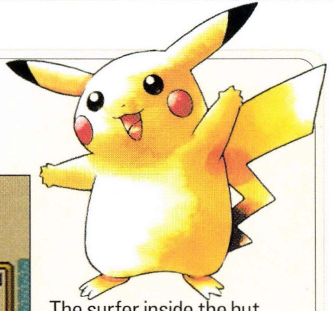
When, in the course of Pokémon events, a special Pokémon appears on the scene, it's time to party surfer-style. Its origins are shrouded in mystery, but we've learned that a special 'Surfing Pikachu' exists that can not only Surf but also use Water-type attacks in battle. Surfing Pikachu isn't in the game, but rumor has it that a way to get it will soon be revealed. If you're a lucky owner of one of these ultra-rare creatures, there's a surprise waiting for you. In Yellow, there's a nondescript house on the shore below Fuchsia City. If you go in with Surfing Pikachu a kind bro named the Dude will ask you if you want to surf. If you accept, you can catch gnarly air in the waves with Pikachu! As the waves scroll by, you'll be given points based on the number of radical stunts you can do off the top of wave crests. You can head back to the hut to view your highest surfing scores, and even print them out with the Game Boy Printer!



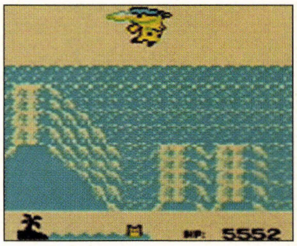


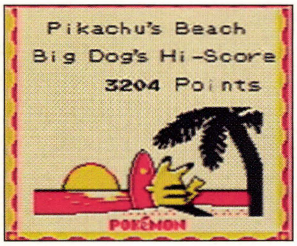
Pikachu's Beach

Use Control Pad to Surf Rad!



The surfer inside the hut will notice your Surfing Pikachu and send you out into the waves. Hang ten, Pikadude!





Pikachu's Beach
Big Dog's Hi-Score
3204 Points

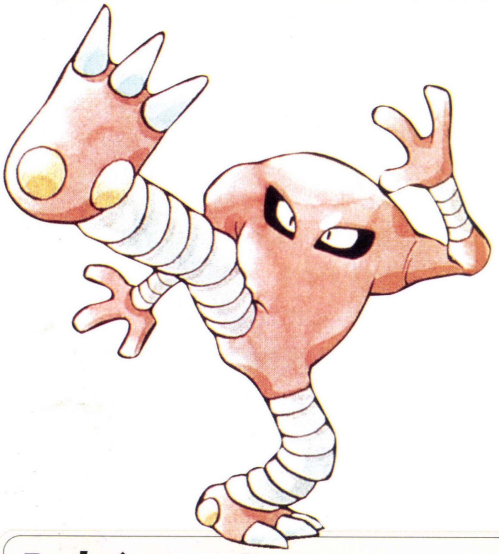
Press back to do a backflip and forward to do a front flip. Line up the board correctly on the landing or you'll wipe out!

SCORES

SINGLE SPIN →	50 POINTS
DOUBLE SPIN →	150 POINTS
LEFT-RIGHT SPIN →	180 POINTS
TRIPLE SPIN →	350 POINTS

POKéMON COMBAT CHART

Use the combat chart as a guideline to help you plan effective battle strategies. Keep in mind, though, that there are many factors in a battle besides the types of the two Pokémon. Even if you don't have a type advantage and use an attack that your opponent is vulnerable to, you'll rack up twice the damage you ordinarily would. Take a look at page 10 for more information about offensive and defensive methods.



OPPONENT'S POKéMON TYPE

YOUR ATTACK TYPE

	NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON
NORMAL													D	X	
FIRE		D	D		A	A						A	D		D
WATER		A	D		D				A				A		D
ELECTRIC			A	D	D				X	A					D
GRASS		D	A		D			D	A	D		D	A		D
ICE			D		A	D			A	A					A
FIGHTING	A					A		D		D	D	D	A	X	
POISON					A			D	D			A	D	D	
GROUND		A		A	D			A		X		D	A		
FLYING				D	A		A					A	D		
PSYCHIC							A	A			D				
BUG		D			A		D	A		D	A			D	
ROCK		A				A	D		D	A		A			
GHOST														A	
DRAGON															A

Pokémon Locator

○ ID NUMBER ● TRAINER'S MANUAL ● FIELD GUIDE

	○ ID NUMBER	● TRAINER'S MANUAL	● FIELD GUIDE
ABRA	63	27	86
AERODACTYL	142	56	106
ALAKAZAM	65	35	87
ARBOK	24	52	76
ARCANINE	59	57	85
ARTICUNO	144	54	106
BEEDRILL	15	52	74
BELLSPROUT	69	24	88
BLASTOISE	9	28	73
BULBASAUR	1	24	71
BUTTERFREE	12	18	73
CATERPIE	10	18	73
CHANSEY	113	48	99
CHARIZARD	6	25	72
CHARMANDER	4	25	71
CHARMELEON	5	25	72
CLEFABLE	36	21	79
CLEFAIRY	35	21	79
CLOYSTER	91	29	93
CUBONE	104	39	96
DEWGONG	87	54	92
DIGLETT	50	31	83
DITTO	132	57	103
DODRIO	85	50	92
DODUO	84	50	91
DRAGONAIR	148	47	107
DRAGONITE	149	47	108
DRATINI	147	47	107
DROWZEE	96	31	94
DUGTRIO	51	31	83
EEVEE	133	37	104
EKANS	23	52	76
ELECTABUZZ	125	53	102
ELECTRODE	101	51	96
EXEGGCUTE	102	48	96
EXEGGUTOR	103	48	96
FARFETCH'D	83	44	91
FEAROW	22	33	76
FLAREON	136	37	104
GASTLY	92	39	93
GENGAR	94	39	94
GEODUDE	74	20	89
GLOOM	44	45	81
GOLBAT	42	53	81
GOLDEEN	118	23	100
GOLDUCK	55	27	84
GOLEM	76	60	89
GRAVELER	75	60	89
GRIMER	88	51	92
GROWLITHE	58	57	85
GYARADOS	130	46	103
HAUNTER	93	39	94
HITMONCHAN	107	41	97
HITMONLEE	106	41	97
HORSEA	116	28	99
HYPNO	97	31	95
IVYSAUR	2	24	71
JIGGLYPUFF	39	27	80
JOLTEON	135	37	104
JYNX	124	53	101
KABUTO	140	56	105
KABUTOPS	141	56	106
KADABRA	64	35	86
KAKUNA	14	52	74
KANGASKHAN	115	49	99
KINGLER	99	25	95
KOFFING	109	53	98
KRABBY	98	25	95
LAPRAS	131	43	103
LICKITUNG	108	62	97
MACHAMP	68	60	87
MACHOKE	67	60	87
MACHOP	66	33	87
MAGIKARP	129	46	103
MAGMAR	126	53	102
MAGNEMITE	81	33	91
MAGNETON	82	51	91
MANKEY	56	20	84
MAROWAK	105	49	97
MEOWTH	52	53	83
METAPOD	11	18	73
MEWTWO	150	63	108
MOLTRES	146	60	107
MR. MIME	122	17	101
MUK	89	51	93
NIDOKING	34	32	79
NIDOQUEEN	31	32	78
NIDORAN ♀	29	17	78
NIDORAN ♂	32	17	78
NIDORINA	30	32	78
NIDORINO	33	32	79
NINETALES	38	37	80
ODDISH	43	25	81
OMANYTE	138	56	105
OMASTAR	139	56	105
ONIX	95	33	94
PARAS	46	21	82
PARASECT	47	48	82
PERSIAN	53	53	84
PIDGEOT	18	18	75
PIDGEOTTO	17	18	75
PIDGEY	16	15	74
PIKACHU	25	14	77
PINSIR	127	49	102
POLIWAG	60	16	85
POLIWHIRL	61	59	86
POLIWRATH	62	59	86
PONYTA	77	50	90
PORYGON	137	37	105
PRIMEAPE	57	59	85
PSYDUCK	54	27	84
RAICHU	26	14	77
RAPIDASH	78	50	90
RATICATE	20	31	75
RATTATA	19	15	75
RHYDON	112	62	98
RHYHORN	111	48	98
SANDSHREW	27	20	77
SANDSLASH	28	62	77
SCYTHER	123	49	101
SEADRA	117	44	100
SEAKING	119	23	100
SEEL	86	54	92
SHELLDER	90	29	93
SLOWBRO	80	44	90
SLOWPOKE	79	44	90
SNORLAX	143	44	106
SPEAROW	21	20	76
SQUIRTLE	7	28	72
STARMIE	121	14	101
STARYU	120	14	100
TANGELA	114	48	99
TAUROS	128	49	102
TENTACOOL	72	14	88
TENTACRUEL	73	52	89
VAPOREON	134	37	104
VENOMOTH	49	45	83
VENONAT	48	24	82
VENUSAUR	3	24	71
VICTREEBEL	71	44	88
VILEPLUME	45	45	82
VOLTORB	100	51	95
VULPIX	37	37	80
WARTORTLE	8	28	72
WEEDLE	13	52	74
WEEPINBELL	70	44	88
WEEZING	110	53	98
WIGGLYTUFF	40	27	80
ZAPDOS	145	51	107
ZUBAT	41	21	81

PIKA! PIKA PIKA!

WE'VE GOT WWF ATTITUDE!

NINTENDO POWER

POKéMON SNAP Zoom In!

NOW IN COLOR!
- Conker's Pocket Tales
- R-Type DX

N-DEPTH STRATEGIES
- Ken Griffey Jr.'s Slugfest
- A Bug's Life
- Star Wars: Episode I: Racer

KOBE PLAYS LEFT FIELD?

CONTEST! Pokémon Snap Photo Safari

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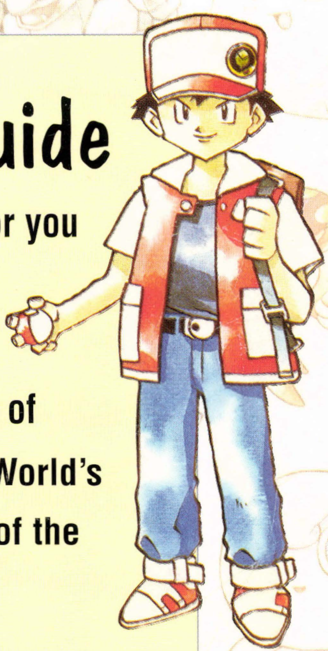
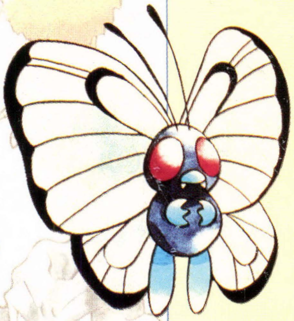
POKéMON™

Gotta catch 'em all!™

The Essential Pokémon Guide



There's a whole world filled with Pokémon out there for you to catch, and you may need a little help. This Official Special Edition Player's Guide from the pros at Nintendo Power will show you every little detail of the three versions of Pokémon–Yellow, Red and Blue–and help you become the World's Greatest Trainer. Let Nintendo Power make you the master of the Pokémon League!



- Detailed MAPS of every area
- TIPS on where and how to catch 'em all!
- A Field Guide with complete STATS for every Pokémon
- Data CHARTS showing every machine, item and ability
- Covers Yellow, Red and Blue game paks!

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